MAGIC The Gathering

THE SIDEBOARD

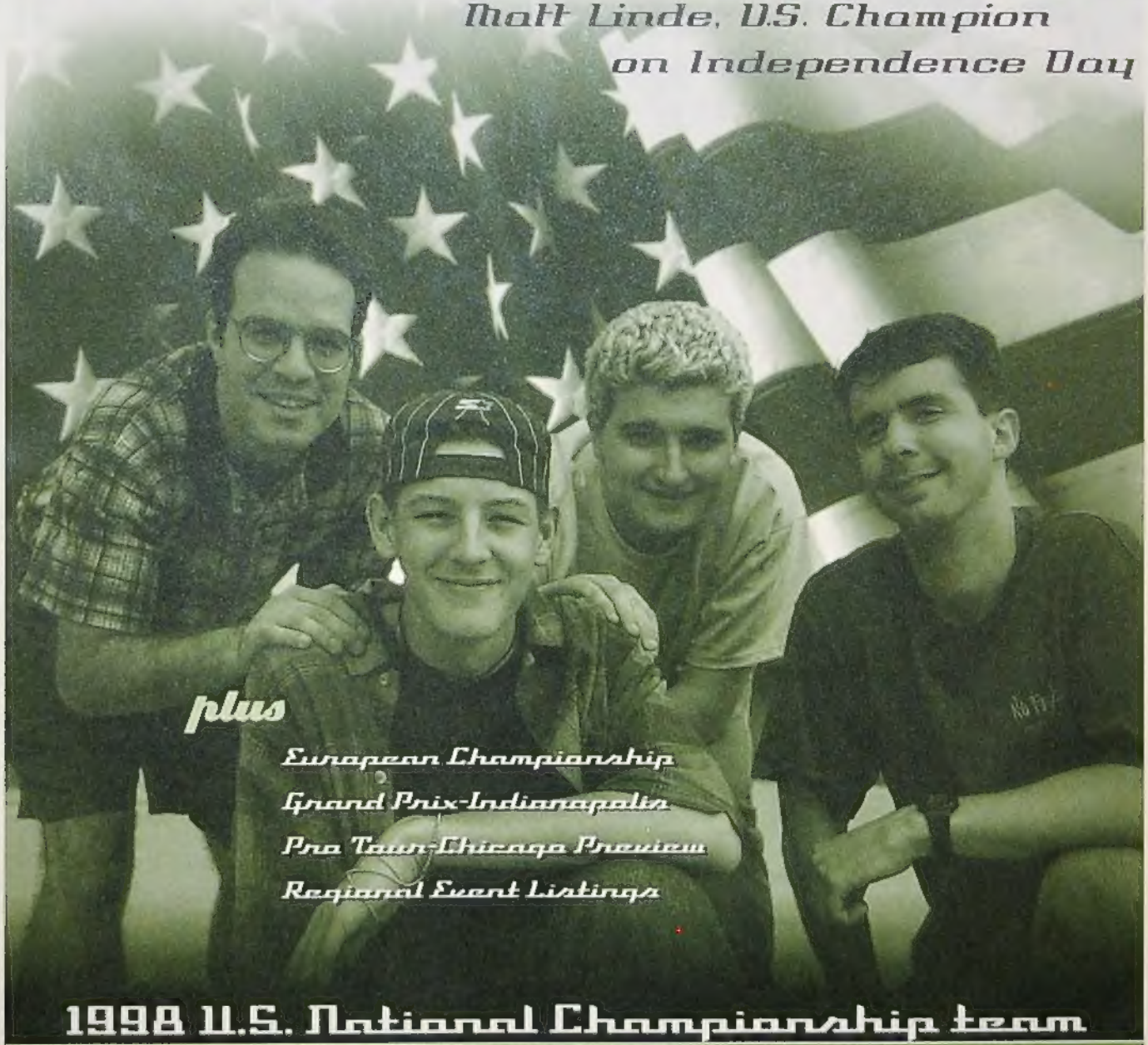
October 1998

THE OFFICIAL TOURNAMENT MAGAZINE FROM WIZARDS OF THE COAST

NUMBER 18

U.S. National Championships

Matt Linde, U.S. Champion on Independence Day



plus

European Championship

Grand Prix-Indianapolis

Pro Tour-Chicago Preview

Regional Event Listings

1998 U.S. National Championship team

Going Back to Chicago

On September 25, the Magic: The Gathering Pro Tour circuit returns to Chicago, Illinois, a little less than a year after its first appearance in the Windy City last October.

The $150,000 tournament will be held at the Ramada Congress Hotel, same spot as last year when Randy Buehler kicked off the 1997–98 Pro Tour season with an impressive win in the Extended format. He would go on to win the American Extended Championship, solidifying his title as the world's best Extended player.

Last year's tournament was an omen of things to come as three quarters of the future U.S. national team competed: Jon Finkel took third place, Mike Long took ninth place, and future 1998 U.S. National Champion Matt Linde placed at 221. Peter Radonjic, who would become the 1998 Canadian National Champion, also attended, finishing in twenty-first place. 1996–97 Pro Tour Player of the Year Paul McCabe started off his victory lap year in less-than-ideal fashion, finishing last in the field of 324.

The format for Pro Tour–Chicago '98 will be Booster Draft, using all three sets in the Rath Cycle series: *Tempest*, *Stronghold*, and *Exodus*. Competition begins on Friday, followed by the Top 96 on Saturday, and the Top 8 on Sunday. As always, the *Sideboard* will be there to provide total coverage over the World Wide Web at **<www.wizards.com>**.

–Monty Ashley

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The Sideboard

Volume 3, Issue 9, October 1998

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The Sideboard is published monthly by Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, United States of America.

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1998 U.S. National Championships

In this issue of the *Sideboard*, we focus on the 1998 U.S. National Championships, but we recognize, of course, that players around the world faced stiff competition in their own National Championships.

Becoming a country's representative at the World Championships is an honor unparalleled in the world of competitive Magic. Each country's National Champion has faced the toughest Magic players his or her country has to offer, and has come out on top. And as a reward for this accomplishment, each champion gets to go on to compete against all the best players in the world.

The National Championships are all about personal glory. Every player is trying to get the title and invitation to Worlds. But once the Nationals are over, people are playing for the glory of their country. Just as in the World Cup of soccer, or the Davis Cup of tennis, the winning team's entire country can share in the victory.

Matchups in the World Championships are inevitably colored by each player's national pride. Last year, the Canadian team wrested the Team Championship from the United States. That fact alone sets up all sorts of competitive connotations. This year's U.S. team wants to prove they can take back the title. The Canadians want to prove that it wasn't a fluke. And, of course, all the other country's champions want to deny both countries the famed title and take the trophy away from North America entirely.

The way Nationals feed into Worlds is a lot like one of those Martial Arts–tournament movies, like *Bloodsport* or *Mortal Kombat*. By the time you get to the tournament of the elite, everyone's a champion of some sort, and every style is represented. You've got a sumo wrestler, a kickboxer, a drunken monkey boxer, and so on. In Worlds, you get representatives from all over the world, too. It's not really the best analogy, but I just wanted to use the words "drunken monkey" in print.

On that note, I leave you to enjoy this issue, which provides comprehensive coverage of the U.S. Nationals, the first-ever European Championship, and Grand Prix–Indianapolis.

–Monty Ashley
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The Right Stuff

Nationals recap

The 1998 U.S. National Championships were held on the country's birthday, July 4, at the Origins game convention in Columbus, Ohio. The convention provided a colorful backdrop for the country's best Magic players, as game companies ran demos of their new products all weekend long.

At the end of the weekend, last year's U.S. National Champion Justin Gary handed the crown to Matt Linde, who won a closely fought match against Mike Long in the finals, 3–2. As the runnerup, Long also joins the 1998 national team. The other two survivors of the double-elimination Top 8 competition were Bryce Currence and perennial top finisher Jon Finkel.

Before the Nationals started on Friday, six Open tournaments were held on Thursday, July 2. Collectively known as the "U.S. Open" or "The Meatgrinder," these nine-round, single-elimination Standard tournaments provided a last chance for anyone who hadn't already qualified for the U.S. Nationals.

The Opens debuted several new decks, as the *Exodus* expansion became tournament-legal the previous day. Even those who weren't competing in the Opens were carefully eyeing the new strategies. The high profile of the Open tournaments meant that any new deck (such as the successful one developed by Rogue Cabal that showcased the power of Oath of Druids) would disseminate throughout the Magic community almost immediately. By the time the last Open tournament ended at 6:00 A.M. on Friday, two hours before the Booster Draft portion of the Nationals were due to begin, word of all the innovations had spread throughout Origins and beyond.

After the twelve last-minute entrants registered, a total of 148 players entered the National Championships. During Day 1's six rounds of Rath Cycle Booster Draft, the players drafted before the first and fourth rounds. The majority of players avoided drafting green if they could help it, although a growing minority sped straight for the neglected color. Due to the high number of rounds compared with the number of competitors, it was generally accepted among players that nine wins and three losses was the minimum record that could guarantee a place in the Top 8. Thus, even those who went 3–3 during the first day were still in contention if they could go 6–0 during Day 2.

After Day 1, in which only David Price, Peter Leiher, and Mike Long were undefeated (and therefore likely to make the Top 8 if they won only half of their Sunday matches), Day 2 witnessed the evidence of the Meatgrinder's effect on the Standard environment. Ryan Kelly, the only person from the Open tournaments to make it into the Top 8 at the end of Saturday, switched from the "Suicide Black" deck that carried him through the Open to a mono-green deck, which took advantage of many top players' green blind spots.

The quarterfinalists played a wide variety of decks, from Matt Linde's white weenie, to Jon Finkel's "Forbidian," to the two each of "Prosperous Bloom," mono-red, and mono-green decks. Interestingly, Jon Finkel, David Price, and Mike Long each apparently decided not to second-guess the metagame, instead playing the decks they were most comfortable with. This strategy worked for both Long and Finkel, while Price was shut out in the double-elimination Top 8 by Linde's white swarm and Currence's green spikes.

In the end, the U.S. team was composed of four exceptionally strong players: Pro Tour–New York Champion Jon Finkel; Pro Tour–Paris Champion Mike Long; Bryce Currence, who has been around the Pro Tour scene as long as the circuit has existed; and U.S. National Champion Matt Linde, whose previous finishes in premier events were limited to Pro Tour–Chicago and this year's Pro Tour–New York. Linde's finishes did not suggest his hidden potential, although his high finish at the Washington, D.C. Regional (where he qualified along with Mike Long and Peter Leiher) proved he is made of champion material.

–Monty Ashley

Table of Contents

The SideboarD

Volume 3, Issue 9
October 1998

1 U.S. National Championships
The showdown at Origins

6 U.S. Open
The last chance for an invitation and the first day of competition
Draft Recap

7 Standard Competition
Constructed decks whittle the field down to four
U.S. Team Analysis

8 European Championship
Grand Prix–Indianapolis

9 DCI Digest
The latest DCI rulings and errata, plus complete Banned and Restricted Lists for all formats

10 Tournament News
Arena Store List

13 Top 100 Players

14 Arena News
BattleTech News

15 Upcoming Tournaments and Events

16 Going Back to Chicago
Kicking off the 1998–99 tournament season

Championship match recap

1998 U.S. National Championships

Matt Linde vs Mike Long

Matt Linde

Seventeen-year-old Matt Linde, a native of Damascus, Maryland, knows what it's like to do well in High-caliber tournaments. Placing fourth at the Washington, D.C. Regional to qualify for the U.S. Nationals (one of the strongest Regionals in the nation), Linde knew he could compete with the big players. And playing with the best is just what he did to become the 1998 U.S. National Champion.

Starting off 5–1 in the draft portion of the tournament, Linde was faced with an impressive list of opponents during Day 2, the Standard portion of the event. Needing a 4–2 record for the day, Linde was off to a quick start with a strong win over Pro Tour veteran Andrew Wolf in the first round. In the eighth and ninth rounds, however, Pro Tour–Mainz winner Matt Place and 1998 Junior Super Series Champion Andrew Pacifico handed him consecutive loses. Playing with his back to the wall, Linde won his next three matches, securing his spot in the Top 8.

Playing against Peter Leiher in the first round, Linde wasn't too happy with the pairings: "It was unfortunate that I had to play Pete first because we are friends and the week before Nationals we were playtesting with each other." Winning the match 3–1, Matt was then paired up against 1998 Pro Tour–Los Angeles winner David Price. "I knew he was a great player and nice guy, but I wasn't too worried because my deck matched up very well." Sweeping the match 3–0, Linde's final opponent was none other than 1997 Pro Tour–Paris winner Mike Long. "I wasn't that nervous in the finals because I was already assured $15,000." Down 2–1 going into the final two games, Linde used the power of Abeyance to shut down Long's "Prosperous Bloom" deck in mid-combo to take the match and title 3–2. On representing what could possibly be the top U.S. team ever assembled, Linde had this to say: "I feel that our team is very strong and hopefully we will win it this year, but no guarantees."

—Jack Lewis Stanton

Final Match

In the final match of the 1998 U.S. National Championships, upstart Matt Linde pitted his white-weenie deck against Magic legend Mike Long, playing a "Prosperous Bloom" deck much like the one he used to win Pro Tour–Paris. Sporting a painful but promising hand on his opening draw, Long kept it, laying a City of Brass on each of his first three turns. On the other side of the field, Linde summoned a Nomads en-Kor on his first turn and placed an Empyrial Armor on the Nomads during his third turn.

Having already taken 4 damage using his Cities of Brass to Impulse for pieces of the Bloom combo and another 7 from the bulked-up Nomads, Long was forced into a one-point Prosperity in a desperate attempt to get a Squandered Resources, the only card that could save him. Unsuccessful, Long tapped out to cast Meditate, effectively resigning the first game to Linde.

Match Score: Linde 1, Long 0

Linde began Game 2 much like the first by casting a Nomads en-Kor on his first turn, but his second-turn Tithe attempt was Powersinked by Long. By denying Linde the lands from the countered Tithe, Long's third-turn Gloom became absolutely huge. With no opposition from Linde (due to the Gloom and lack of land), Long was able to lay a fourth-turn Squandered Resources and a sixth-turn Cadaverous Bloom. He then cast two Meditates, followed by an 18-card Prosperity. With Drain Life in hand, Long pitched the extra cards for black mana and cast a 30+-point Drain Life to win Game 2.

Match Score: Linde 1, Long 1

Dropping a Soul Warden and Soltari Priest by his second turn, Linde appeared ready for a fight in Game 3. Long, having brought out a Squandered Resources on his second turn, Impulsed on his fourth and fifth turns, gathering pieces vital to his combo. Laying an Aura of Silence on his fifth turn, Linde appeared to have the situation in hand until he decided to use the Aura to destroy Long's Squandered Resources that same turn. Long played a replacement Squandered Resources on his sixth turn and then tried for the combo win as Linde's attackers had brought him down to 1 life. Long first cast a Meditate, then a Cadaverous Bloom. After that, a Contract from Below and two more Meditates filled Long's hand with enough cards to throw away to the Bloom for a huge Prosperity. Linde conceded the game before Long could finish the Prosperity and Drain him to death.

Match Score: Linde 1, Long 2

Learning from his Game 2 mistake, Linde Tithed on his first turn so that Long couldn't counter the spell. On his next two turns, Linde dropped a Soltari Monk and Warrior en-Kor for an offensive attack. Long, feeling the pressure, cast a Vampiric Tutor for a Gloom at the end of Linde's third turn, laying the card on his own turn with much fanfare and commentary. With his Gloom keeping Linde in check, Long laid out a Squandered Resources on his fourth turn and tried for the combo two turns later. Next, Long cast an Infernal Contract to get his machine running. Linde, now having enough mana to cast a spell thanks to Long's Natural Balance, reacted to Long's Contract by using one of his secret sideboard tech cards: Abeyance. Knowing that he couldn't pull the combo off (due to the effects of Abeyance) and would die to Linde's attackers on the following turn, Long conceded the game, evening the series at two games each.

Match Score: Linde 2, Long 2

With the title of U.S. Champion to be decided on the final game, Long's chances didn't appear to be great when his opening hand lacked black mana. Linde's deck, continuing its machine-like precision, allowed him to cast a Soltari Priest and Soul Warden by his second turn, giving him all the offense he'd need throughout the course of the game. On Long's sixth turn, Linde cast an upkeep Abeyance to prevent the combo being played that turn. On his own sixth turn, Linde attacked, bringing Long down to 5 life. Obviously desperate, Long tapped a City of Brass to cast a Vampiric Tutor, placing a Squandered Resources on the top of his library. After Long tapped the mana for the Squandered Resources on his next turn, Linde cast Abeyance in response, effectively preventing Mike from doing anything for the rest of his turn. With no way to win, Long conceded the match and Linde was proclaimed the 1998 U.S. National Champion.

Final Match Score: Linde 3, Long 2

—Jack Lewis Stanton

Mike Long

Making the U.S. national team is no novelty for Nationals finalist Mike Long of Virginia. Having appeared on the U.S. national team twice before (in 1995 and 1996), Long was determined to return this year. Long is indisputably among the top pro players; his credits include two ninth-place Pro Tour finishes, a Top 8 in Pro Tour–Atlanta, and a win in Pro Tour–Paris.

After going undefeated through the draft portion of the tournament, Long needed only a 3–3 record on Saturday to make the Top 8. Established experts at playing "Prosperous Bloom," both Long and teammate Peter Leiher chose to play that deck. The choice proved to be right on the money for Long as he finished Day 2 with an unprecedented 11–1 record for the Swiss rounds. Long received a match loss in the last round due to a double warning, but he did not feel phased by this loss. "I went undefeated yesterday and today in essence and I'm confident that no one can stop me," Long commented after the round had ended.

Long kept his streak going, defeating Ryan Kelly and Jon Finkel in the Top 8. He eventually lost to the underdog Matt Linde in the finals. Although Long did not win the title of U.S. National Champion this year, he once again made the team and will be sure to make his presence felt at Worlds.

—Alex Shvartsman

Semifinalists

Jon Finkle & Bryce Currence

Jon Finkel

This is certainly the best year in twenty-year-old Jon Finkel's Magic career. Among his numerous accomplishments this season alone, New Jersey–resident Finkel won Pro Tour–New York, placed third in Pro Tour–Chicago, and placed high in other title events, including Grand Prix tournaments and the Extended Championship.

Finkel finished 5–1 in the draft, following his patented "ignore black and green in the Rath Cycle" strategy. He then needed a 4–2 record to make the Top 8 and was able to accomplish just that with a 9–3 record. Finkel defeated Bryce Currence in the first round of the Top 8 but lost to Mike Long in the next. The last round was an extremely close battle as Finkel's mono-blue deck faced Andrew Pacifico's "Sligh." Finkel was able to win 3–2, finishing fourth overall in the tournament and joining the U.S. national team.

–Alex Shvartsman

Bryce Currence

When Bryce Currence beat 1998 Pro Tour–L.A. winner David Price, 3–1, for a spot on this year's U.S. national team, not many watching the action on the close circuit screen knew of him. That's because Currence didn't always have the showings in the various Pro Tour stops and Nationals he had wished. "It's great to make such a strong team after so many failures," he said.

One of the recognized "old school" players in Los Angeles's pantheon of Magic greats, Currence played the metagame to perfection, running a mono-green deck during Day 2 to a 5–1 record. He finished the Swiss rounds with an impressive 9–2–1 record (which included victories over Magic legends Justin Gary, Feming Chan, Jon Finkel, Sean Fleischman, and Mike Long), good enough to secure a third-seed position and a first-round pairing against Pro Tour winner Jon Finkel. Getting tossed aside by Finkel 3–0, Currence had to win his next two matches in a row to avoid disappointment once again. After defeating Ryan Kelly 3–0, Currence faced Price in what he deemed "a very good matchup for me." Of making the United States team, Bryce feels confident that they will take the title: "It's a very good team. I don't think anyone can match up against us."

–Jack Lewis Stanton

Matt Linde

Matt Linde's championship mono-white weenie deck was designed by Kyle Rose, with additional tuning by John Slaughter. A lot of metagaming went into their design choices. Originally it was going to include a bit of blue for Sleight of Mind. After seeing all the Oath of Druids decks in the U.S. Open, though, they decided there wouldn't be much black in the Nationals, so they cut the blue, leaving more room for enchantment removal. Also, they knew that several top-bracketed players would be playing "Prosperous Bloom" decks, so they put more Abeyances and Auras of Silence in Linde's version.

Kyle Rose explained the creature choices: "Soltari Monks, Soltari Priests, and White Knights are basic good choices for any white-weenie deck. The en-Kors are strong against red decks; the original deck had four Nomads en-Kors and four Paladin en-Vecs, but they dropped one of each after the Open. Soul Wardens just win against other white weenie and black, and force Pandemonium/Dreadnaught decks to hit you three times instead of just two. Soltari Visionary is excellent against Oath, Prosperous Bloom, and Propaganda, and it's a shadow creature to boot."

Many white-weenie decks include Armageddon or Wrath of God in the main deck, but this one uses Cataclysm. "This deck loses to Tradewinds unless you have Cataclysms," commented Rose. The sideboarded card Afterlife also works well against Tradewinds, and a sideboarded Spirit Link works well against fast red or black decks, and some of the green decks.

—Beth Moursund

Matt Linde's Deck

CREATURES (27)
- 3 Nomads en-Kor
- 3 Paladin en-Vec
- 4 Soltari Monk
- 4 Soltari Priest
- 1 Soltari Visionary
- 4 Soul Warden
- 4 Warrior en-Kor
- 4 White Knight

SPELLS (16)
- 1 Aura of Silence
- 4 Cataclysm
- 3 Disenchant
- 4 Empyrial Armor
- 4 Tithe

LAND (17)
- 17 Plains

SIDEBOARD
- 3 Abeyance
- 1 Afterlife
- 3 Aura of Silence
- 1 Disenchant
- 2 Tariff
- 1 Soltari Visionary
- 2 Spirit Link
- 2 Wrath of God

Bryce Currence's Deck

CREATURES (25)
- 4 Llanowar Elves
- 4 Spike Feeder
- 4 Spike Weaver
- 4 Stampeding Wildebeest
- 2 Uktabi Orangutan
- 3 Wall of Blossoms
- 4 Wall of Roots

SPELLS (16)
- 4 Creeping Mold
- 4 Cursed Scroll
- 3 Desert Twister
- 4 Eladamri's Vineyard
- 1 Survival of the Fittest

LAND (19)
- 15 Forest
- 4 Wasteland

SIDEBOARD
- 4 Emerald Charm
- 2 Null Brooch
- 3 Scragnoth
- 1 Survival of the Fittest
- 1 Uktabi Orangutan
- 4 Winter's Grasp

Ryan Kelly's Deck

CREATURES (25)
- 4 Llanowar Elves
- 4 Spike Feeder
- 4 Spike Weaver
- 4 Stampeding Wildebeest
- 2 Uktabi Orangutan
- 3 Wall of Blossoms
- 4 Wall of Roots

SPELLS (16)
- 4 Creeping Mold
- 4 Cursed Scroll
- 2 Desert Twister
- 4 Eladamri's Vineyard
- 2 Survival of the Fittest

LAND (19)
- 15 Forest
- 4 Wasteland

SIDEBOARD
- 4 Emerald Charm
- 2 Gaea's Blessing
- 2 Lifeforce
- 2 Null Brooch
- 3 Scragnoth
- 2 Uktabi Orangutan

Bryce Currence and Ryan Kelly

Bryce Currence and Ryan Kelly played the "Stupid Green Deck," designed by Seth Burns. This deck turns Stampeding Wildebeest's penalty (returning a green creature to your hand during upkeep) into an advantage by using creatures that give you a benefit each time you return and re-cast them. Bouncing a Wall of Blossoms gives you an extra card; bouncing Uktabi Orangutan destroys another artifact; bouncing Spike Feeder or Spike Weaver gives you a new supply of +1/+1 counters; and bouncing Wall of Roots returns it to full health. Llanowar Elves doesn't benefit from the bounce, but it helps bootstrap things by supplying extra mana. Survival of the Fittest lets you fetch whatever creature will help you most from your deck.

Traditionally, green is the color of sheer aggression, as it contains no control elements. This deck, however, uses Creeping Mold and Desert Twister to destroy any permanent the opponent plays. Desert Twister has rarely been used in tournaments because of its high cost, but Eladamri's Vineyard provides the extra mana to make the Twister practical, and often manaburns opponents playing black or red decks. (Against blue, it's usually a bad idea since it lets opponents cast buyback spells cheaply.)

—Beth Moursund

Mike Long and Peter Leiher

Mike Long and Peter Leiher were teammates, and played the same deck. "Prosperous Bloom" decks are all very similar as the required cards take up most of the deck, leaving only a few slots for tuning. Because of this, Long's deck was very close to his Paris deck from last year, with the addition of Meditate from the *Tempest* expansion. Fast red decks often caused problems for Bloom, so *Tempest* provided help in that area with the sideboard card Chill.

Bloom decks play very differently from traditional Magic decks. For those of you who are unfamiliar with them, here's how they work: for the first four to five turns of the game, the Bloom player often does nothing but play lands and Impulse or Vampiric Tutor, looking for the key cards. Then the deck "goes off." The Bloom player casts Meditates and Infernal Contracts for extra cards, using Squandered Resources and Natural Balance to continually replenish the mana supply. Cadaverous Bloom turns every extra card into two more mana, and Prosperity turns mana into additional cards. After drawing every card in his or her deck, the Bloom player eventually casts one big Drain Life to win. Abeyance or City of Solitude prevents the opponent from interfering with this process; the Bloom player needs only enough counterspells to force one or the other through.

—Beth Moursund

Mike Long's Deck

	SPELLS (37)		LAND (23)
2	Abeyance	4	City of Brass
4	Cadaverous Bloom	4	Forest
1	Drain Life	4	Gemstone Mine
4	Impulse	5	Island
4	Infernal Contract	1	Plains
4	Meditate	5	Swamp
2	Memory Lapse		
4	Natural Balance		SIDEBOARD
2	Power Sink	2	Abeyance
3	Prosperity	4	Chill
4	Squandered Resources	1	City of Solitude
3	Vampiric Tutor	1	Elephant Grass
		2	Emerald Charm
		3	Gloom
		2	Pyroblast

Jon Finkel's Deck

	CREATURES (12)		LAND (21)
4	Man-o'-War	17	Island
4	Ophidian	4	Quicksand
1	Silver Wyvern		
3	Tradewind Rider		SIDEBOARD
		1	Disrupt
	SPELLS (27)	4	Hydroblast
2	Capsize	2	Meekstone
4	Counterspell	2	Null Rod
3	Forbid	3	Phyrexian Furnace
4	Impulse	3	Suq'Ata Firewalker
4	Legacy's Allure		
2	Mana Leak		
4	Sapphire Medallion		
4	Whispers of the Muse		

Peter Leiher's Deck

	SPELLS (37)		LAND (23)
2	Abeyance	4	City of Brass
4	Cadaverous Bloom	4	Forest
1	Drain Life	4	Gemstone Mine
4	Impulse	5	Island
4	Infernal Contract	1	Plains
4	Meditate	5	Swamp
2	Memory Lapse		
4	Natural Balance		SIDEBOARD
2	Power Sink	2	Abeyance
3	Prosperity	4	Chill
4	Squandered Resources	1	City of Solitude
3	Vampiric Tutor	1	Elephant Grass
		2	Emerald Charm
		3	Gloom
		2	Pyroblast

Jon Finkel

Jon Finkel's mono-blue deck was the oddball of this year's quarterfinals. While all the others were fast decks, Finkel's was designed for a long, slow game, taking control and locking the opponent down by returning cards to his hand. With four Sapphire Medallions and four Whispers of the Muse, Finkel was usually able to start Whispering for extra cards early on. The Medallions also reduced the amount of land needed for a Capsize lockdown, and made Forbid as cheap to cast as Counterspell while still leaving its buyback option open. This allowed Finkel to get away with including fewer counterspells than most control decks—only nine total. Part of the burden was also taken by Legacy's Allure—*no need to counter a creature if you can just steal it!*

Finkel's creatures served the same purposes as his spells: Ophidian for extra cards, and Man-o'-War and Tradewind Riders for bouncing opponents' permanents. They also provided protection against weenie decks since they could survive blocking most non-shadow attacks. Finkel's one aggressive creature, Silver Wyvern, came as a surprise to many opponents. In a few duels, when the cards turned up right, Finkel ditched the slow control approach and just mauled his opponents with the Wyvern and Man-o'-Wars. Usually, though, he won with a Tradewind or Capsize lock.

—Beth Moursund

Player Deck analyses cont...

David Price and Andrew Pacifico

David Price and Andrew Pacifico both played fast mono-red, creature-burn decks. (Some players call them "Sligh" decks, but neither deck fit the traditional Sligh mana curve.) Though simple in concept, these decks are very strong. Against slow control or combo-based decks, they win by dealing lots of damage quickly before the opponent can get set up; against creature decks, they use Cursed Scroll and damage spells to remove the opposing creatures while pounding the opponent with creature attacks. In either case, a Fireblast or two often ends the duel abruptly.

Both players' decks used many of the same cards, but their differences were interesting. Price's deck contained Ironclaw Orcs as cheap 2/2 attackers. Pacifico went with Mogg Flunkies instead; for the same cost they're 3/3 instead of 2/2, but they can't attack alone. Price included Fireslingers, which can pick off one-toughness shadow creatures and other weenies, while Pacifico chose Suq'Ata Lancers, which are better for attacking, and one Goblin Vandal to take out artifacts. Pacifico also included two Viashino Sandstalkers; these work almost like a 4-damage sorcery against creatureless opponents and avoid Wrath of God, but they can't block and they chew up a lot of mana. In the non-creature area, the two decks were nearly identical aside from Price's Hammers of Bogardan, which gave him an edge against slow counterspell-based decks.

—Beth Moursund

David Price

David Prices Deck

CREATURES (20)
- 4 Ball Lightning
- 4 Fireslinger
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 4 Mogg Fanatic

SPELLS (19)
- 4 Cursed Scroll
- 4 Fireblast
- 2 Hammer of Bogardan
- 4 Incinerate
- 4 Shock
- 1 Sonic Burst

LAND (21)
- 17 Mountain
- 4 Wasteland

SIDEBOARD
- 4 Bottle Gnomes
- 3 Dwarven Miners
- 1 Dwarven Thaumaturgist
- 1 Firestorm
- 4 Pyroblast
- 1 Shattering Pulse
- 1 Torture Chamber

Andrew Pacifico

Andrew Pacifico's Deck

CREATURES (22)
- 4 Ball Lightning
- 1 Goblin Vandal
- 4 Jackal Pup
- 4 Mogg Fanatic
- 4 Mogg Flunkies
- 3 Suq'Ata Lancer
- 2 Viashino Sandstalker

SPELLS (17)
- 3 Cursed Scroll
- 4 Fireblast
- 4 Incinerate
- 4 Shock
- 2 Sonic Burst

LANDS (21)
- 17 Mountain
- 4 Wasteland

SIDEBOARD
- 3 Mogg Maniac
- 3 Nevinyrral's Disk
- 3 Price of Progress
- 3 Pyroblast
- 3 Spellshock

Draft Recap

As 148 competitors drafted twice and played a total of six matches in the Swiss format, only three competitors emerged undefeated at the end of the day. David Price, Mike Long, and Peter Leiher would only need to break even with a 3-3 record in the Standard bracket in order to make the Top 8.

Spectators gathered around the feature match tables not only to see the top American players compete, but also to learn their draft strategies. In the past, a favored strategy would usually emerge once all three sets of a cycle were available; for example, most top players agree that drafting blue-white is the best choice for the *Mirage* cycle. Although no particular strategy has proved its superiority in the Rath Cycle yet, there are plenty of opinions.

"Draft as if black and green didn't exist," said 1998 U.S. national team member Jon Finkel. Many others feel that their draft should be dictated by the cards passed to them, not by a premeditated color combination. "It's a very bad idea to decide on your colors in advance and try to force it through," said Mark Schick, a Nationals competitor from Berkeley, California. "Besides, all colors except for green have equally good potential," he added. Among players subscribing to this strategy is Matt Linde, this year's U.S. National Champion.

The quality of green in this format is probably the most debated strategy issue in the Rath Cycle draft at the moment. Many experienced players feel it is by far the worst color in the format and will not touch it. In the first draft of the day, Erik Lauer received a fifteenth-pick Heartwood Treefolk—an excellent creature for its color. Few of the players throughout the draft (and especially in the second draft) had attempted what was branded as the "Green Gambit" deck.

The Green Gambit basically defines the following line of reasoning: "Since no one at my table wants to draft green, I will draft it as my main color. Since there's little or no competition for this color, I will get excellent picks even though the color is weak on its own." This strategy can work very well. It can also backfire if you end up fighting over green with other players at your table. Still, several players did well in the second draft playing mono-green or green with just a few off-color cards. "Green may in fact be the weakest color in Rath," explained 1997 Pro Tour–New York Top 8 finisher Mike Pustilnik, "but it has some excellent tricks people underestimate. Broken Fall, Provoke, and Reality Anchor are all excellent in this format."

Strategy issues aside, both players and organizers were happy with the tournament overall. "The tournament ran smoothly," said floor judge Mike Feuell. "There were no problems, and as far as rules questions are concerned, the players seemed to be about as educated as those on the Pro Tour."

—Alex Shvartsman

U.S. Open Recap

This year's U.S. Open, or "Meatgrinder," attracted 854 entrants vying for one of the last twelve spots available for this year's U.S. National Championships. Officially starting at midnight, July 2, and ending at 6 A.M. the following day, the Open gave many players their first look at *Exodus* cards in the Standard environment.

The first Open tournament witnessed the dawning of the "Oath of Druids" deck. Using the Oath of Druids to find Spike Feeders (for life gain) and big creatures (Archangel and Spirit of the Night), three players broke into the Top 8, with one player (James Hustad) taking one of the Top 2 spots and qualifying for Nationals. The Druid deck greatly affected play throughout the next five Opens as competitors played more artifact and enchantment removal than normal. Other than Hustad, no other player with an Oath of Druids deck qualified.

The most common deck in the Meatgrinders happened to be the most commonly played deck at the various Regionals held in May. That deck, "Sligh," managed to qualify three people (or 25 percent of available spots) despite most non-Sligh players preparing heavily against it. With the addition of only a few *Exodus* cards to its construction, Steve Reinhold, David Wintheiser, and Phil Harding earned their respective spots in the U.S. Nationals.

Playing traditional white-weenie decks, Joseph Fleming and Julian Rosielle managed to break into the winner's circle to claim qualifications. *Exodus* improvements to the deck included Soul Wardens, Cataclysms, and Paladin *en*-Vecs, while the sideboard sported Soltari Visionaries to take out the pesky Oath of Druid and other annoying enchantments.

Unqualified and deserving a spot for this year's U.S. Nationals, 1998's *Duelist* Invitational winner Darwin Kastle came to Columbus without the support of a sponsor, desperate to qualify. At the advice of teammate and friend David Humpherys, Kastle added Survival of the Fittest to his deck in order to toss unnecessary creatures from his hand into the graveyard so he could search through his deck and find a creature that could solve an immediate problem. These creatures (Nekrataal, Cloudchaser Eagle, Scrivner, and Anarchist) allowed Kastle to maintain board control. When losing the battle, Kastle would cast Living Death to summon his creatures from the grave in order to gain back the advantage. Playing in only one Open, Kastle qualified, joining three others who qualified at the Boston Regionals with the pre-*Exodus* version of the deck.

Three players managed to qualify playing few or no *Exodus* cards in their decks. Glyeb Koumasinski (one Forbid in his "Five-Color Blue" deck), Randy Wright (no *Exodus* cards in his "Flagpole" deck), and Ryan Kelly (four Carnophages in his "Speed Black" deck) played traditional decks to victory, using a grand total of five *Exodus* cards among them. Kelly's qualifying is particularly impressive as almost every Open player prepared heavily against Speed Black. In the later Opens, Speed Black was so rare that few players, if any, were playing it in the end.

Playing what can only be classified as the strangest deck of the Opens, Lance Shrader broke through using a "Three-Color Kitchen Sink" deck. In it, Mongrel Pack, Nettletooth Djinn, Harrow, Ashes to Ashes, and other oddities united to form a cohesive, winning deck.

In what would become the pleasant surprise deck of both the U.S. Open and Nationals competition, Michael Pustilnik played a mono-green deck abusing the power of Spike Weaver, Spike Feeder, and various land-destruction cards (Wasteland, Creeping Mold, Winter's Grasp, and Desert Twister) to earn his spot. Placing in the Top 2 in the last Open, which ended at 6 A.M. in the morning (three hours before the start of Nationals), Pustilnik summed up the Open experience best when he stated, "They're not about having fun. They're about masochism."

—Jack Lewis Stanton

Standard Recap

Day 2 of the U.S. National Championships began with three players sitting atop the leader board with perfect 6–0 records (David Price, Mike Long, and Peter Leiher). In what would amount to a race for the Top 8, players opted for more mono-colored decks than ever seen in major tournament play.

Playtesting until 2:30 A.M. the night before the Standard event, Tongo Nation teammates Mike Long and Peter Leiher ran their "Prosperous Bloom" decks against "Sligh" and white weenie respectively. Needing only a 3–3 record to make the Top 8, both players figured the Bloom could not only accomplish that feat, but could dominate in what they expected to be a sea of mono-colored decks. Choosing correctly, Long finished with an impressive 5–1 record for the day, 11–1 overall to lead the field into the Top 8. Leiher was not as comfortable with the deck as his teammate, but managed the 3–3 record necessary for him to break into the Nationals Top 8 for the third time in his Magic career.

Sitting at 5–1, Junior Super Series Champion Andrew Pacifico was looking to go 4–2 to make the break. "I thought it would be easy to go 4–2 with my deck (Sligh) because it's so consistent," he commented. At 6–0, David Price also chose the Sligh deck because, as he put it, "I'm going with something I'm comfortable with." Both players rode their decks to 4–2 records, good enough to make the Top 8 cut.

Like Pacifico and Price, 1998 Pro Tour–New York winner Jon Finkel was playing a deck most associated with his Constructed playing style—a mono-blue control deck appropriately named "Forbidian." Using the Ophidian to gain card advantage, he summarily countered threats using *Exodus*'s new control card Forbid.

Eventual National Champion Matt Linde played a white-weenie deck at the insistence of his friend, Kyle Rose. Using the power of protection from color creatures, as well as Empyrial Armor, Linde often found himself with unbeatable hands on his opening draw. His 4–2 record during Day 2 was good enough to place him as the sixth seed in the quarterfinals.

In what would be the most surprising deck played at Nationals, both Bryce Currence and Ryan Kelly played a mono-green deck developed by master deckbuilder Seth Burn. Relying on Spike Feeders to give life and Spike Weavers to stall the game long enough to build a defense, both players finished with 5–1 records, good enough to place in Sunday's Top 8. This was the first major tournament to see a mono-green deck do so well; of the six players using the new deck, an amazing four of them finished with 5–1 records.

Though he failed to make the Top 8, 1997 Pro Tour–Chicago winner Randy Buehler's 5–1 record was good enough to capture him the Standard trophy for this year's U.S. Nationals. Practicing with his green-white Oath of Druids deck a solid two weeks prior to Nationals, Buehler was almost positive he'd play the deck unless the U.S. Open (which many qualified players spied upon) proved to have too much control for the deck to survive. "I was definitely watching [the U.S. Open] to try and learn what I could about the environment," commented Buehler. "If a bunch of "Five-Color Blue" decks had won the Meatgrinders, I would have changed my deck choice." Instead, due to the failure of "Speed Black" during the Open and the environment being slower than expected, Buehler added two Creeping Molds to his deck at the insistence of teammates who had stayed up all night playtesting. Forcing opponents into a corner, Buehler controlled the board with his Oath of Druids, summoning an Archangel or two for free after the opponent laid out a creature. If the opponent refused to lay out a creature due to the Oath, Buehler would use his Gerrard's Wisdoms to gain life, effectively putting him out of immediate danger.

—Jack Lewis Stanton

U.S. Team Analysis

Many players feel the U.S. Nationals is the toughest tournament in the world. With competition equaling that of any Pro Tour stop, only the Top 4 players walk away the winners. Naturally, a tournament of this caliber creates an incredibly strong team.

This year, the team's Pro Tour winners (Mike Long and Jon Finkel) backed up by two Pro Tour veterans (Matt Linde and Bryce Currence) should be able to stand up to any other team in the world. Although it's impossible to predict exactly how well the team is bound to do at Worlds, preparation does play a crucial role—and when it comes to preparation, the 1998 U.S. national team shines.

Jon Finkel takes the Magic game very seriously. He travels to playtest with groups of players around the country, testing with such prestigious groups as Team Deadguy and Team AustiKnights. This strategy has paid off, earning Finkel over $50,000 in prize money this year alone. Finkel is not at a loss on his home turf either, where he playtests against Neutral Ground regulars and some of the better New Jersey players.

Bryce Currence is an old timer, well known by other players in California. He is able to playtest at Costa Mesa, the meeting place for many of the better players from the Los Angeles area. Mike Long will surely receive support and advice from his teammates on Tongo Nation, a Virginia-based team that includes several of the top pro competitors. Matt Linde, though not as well known as his teammates this year, displays plenty of potential. His deck choice was shrewd and displays an excellent understanding of the metagame.

As long as the four players pool their resources and insight together, the team's performance at this year's World Championships should be exemplary.

—Alex Shvartsman

Randy Buehler's Deck

CREATURES (2)
2 Archangel

SPELLS (32)
1 Aura of Silence
2 Cataclysm
2 Creeping Mold
2 Disenchant
2 Enlightened Tutor
4 Gaea's Blessing
3 Gerrard's Wisdom
4 Mulch
4 Oath of Druids
4 Scroll Rack
4 Wrath of God

LAND (26)
4 Brushland
7 Forest
4 Grassland
7 Plains
2 Quicksand
2 Wasteland

SIDEBOARD
4 Abeyance
2 Armageddon
1 Choke
1 Circle of Protection: Red
2 Disenchant
1 Elephant Grass
1 Emerald Charm
1 Gerrard's Wisdom
2 Jester's Cap

European Championship

Norway in the Spotlight

The first-ever Magic: The Gathering European Championship saw Norway take a step into the spotlight as Sturla Bingen defeated defending Magic World Champion Jakub Slemr to become the first European Champion.

A total of 208 players from 22 European countries gathered in Brussels on July 10 to vie for the title of European Champion. Many top players traveled to Heyzel Exhibition Park, among them last year's World Champion Jakub Slemr, Pro Tour and Grand Prix winner Olle Råde, Pro Tour winner Tommi Hovi, and other well-known players like Raphael Levy, Michaël Debard, Svend Sparre Geertsen, and Janosch Kühn, to name a few.

The first day of the tournament featured the Standard format, so the recent inclusion of the *Exodus* expansion made the field quite unpredictable. However, Leif Stockdale from Sweden and Sturla Bingen from Norway, who were undefeated after Day 1, played white-weenie and "Draw-Go," two well-known deck types. "Prosperous Bloom" was also a popular deck, but most Bloom players got an unexpected surprise: head judge Mischa Donders ruled that if a Natural Balance is put into the graveyard before the player gets any land, the spell has resolved, and you can't get any land at all. Many players using "Prosperous Bloom" decks lost their matches because of this ruling.

Day 2 featured Rochester Draft for the Top 128 players from Day 1. After two drafts and six rounds of Swiss draw, Englishman Tony Dobson ("Prosperous Bloom") took the lead heading into the Top 8. Other players still in contention were Tom Van de Logt ("Tradewind/Geddon") from the Netherlands, Sturla Bingen ("Draw-Go") and Jan Pieter Groenhof ("Oath of Druids") from Norway, Arho Toikka ("Prosperous Bloom") from Finland, Gabor Papp ("Prosperous Bloom") from Hungary, Jakob Steinaa ("Four-Color White") from Denmark, and finally, Jakub Slemr ("Draw-Go") from the Czech Republic.

The matches were viewed on a giant screen in the tournament area where many people watched, cheered, and applauded when their favorites made key plays or top-decked an important spell. All three Prosperous Bloom players were defeated in the quarterfinals as Jakub Slemr, Jan Pieter Groenhof, Jakob Steinaa, and Sturla Bingen each won their matches. In the semifinals, Slemr and Bingen both won, which pitted Draw-Go against Draw-Go in the finals!

It turned out that Bingen's deck had a slight edge over Slemr's version, packing one more Stalking Stones, two more counters, and a Wasteland. After three tough matches, Bingen won 3–0 and gave Norway the first European Champion.

"In Norway there are very few players. But perhaps we can get a little more respect now," said Bingen of his victory.

—Kim Eikefet

A Modest Champion

"It was fun to beat the Magic World Champion, but I don't feel I'm the best player in Europe—I'm just one of the better ones," a modest Sturla Bingen smiled after becoming the first European Champion.

Bingen, a civil servant from Bergen, Norway, started playing the Magic game when *The Dark* expansion was released. The twenty-two-year-old Norwegian player has had the best international results from his country, reaching the quarterfinals at Pro Tour–Paris and finishing in thirty-second place at Pro Tour–New York. Still, he didn't expect to win the European Championship.

"I was hoping to reach the Top 16. But when I went 6–0 the first day, I thought, 'Yeah, I can reach the Top 8,'" Sturla admitted. And that he did, after quite a weak draft. His match record of 3–2–1 was not great, but good enough because of his outstanding Standard results from Day 1.

During the quarterfinals against Gabor Papp, Bingen was quite nervous. But, after two tough 3–2 matches, he was in great shape to play against Jakub Slemr in the finals. Bingen swept the match 3–0 to become the very first European Champion, a victory that awarded him $11,500 (USD) and an invitation to the 1998 World Championships. Still, he doesn't consider himself a favorite: "The Americans are top-rated, so I'll be nothing but an outsider at Worlds."

—Kim Eikefet

Sturla Bingen's Deck

CREATURES (4)	**LAND (24)**
4 Steel Golem	13 Island
	4 Quicksand
SPELLS (32)	3 Stalking Stones
2 Brainstorm	3 Svyelunite Temple
4 Counterspell	1 Wasteland
2 Dismiss	
3 Dissipate	**SIDEBOARD**
1 Forbid	4 Chill
4 Force Spike	2 Disrupt
4 Impulse	4 Hydroblast
2 Memory Lapse	4 Legacy's Allure
4 Nevinyrral's Disk	1 Suq'Ata Firewalker
2 Power Sink	
4 Whispers of the Muse	

Grand Prix

Eric Jordan

Eric Jordan, a seventeen-year-old high school student from Abingdon, Virginia, has been playing Magic for two and a half years. He won a Qualifier for Pro Tour–Atlanta and has previously participated in several title events, but winning Grand Prix–Indianapolis was Jordan's first shot at the big time.

Jordan was able to make it through fourteen rounds of tough competitors to meet Kobi Kenneson, a twenty-one-year-old student from Gainesville, Florida, in the finals. "I like drafting black-blue decks with a lot of removal and a lot of evasion creatures," Jordan said of his strategy. Kenneson's red-black deck was unable to remove Jordan's hard-to-block creatures and allowed him to win the event.

When asked to describe his favorite play of the tournament, Jordan mentioned winning a game by casting Hatred.

—Alex Shvartsman

Grand Prix–Indianapolis

Held in a luxurious hotel forty-five miles away from downtown, Grand Prix–Indianapolis gathered over three hundred participants from all over the United States. Magic enthusiasts were lured to this event by the $10,000 cash purse and eight slots for the upcoming Pro Tour–Chicago.

What most participants viewed as a chance to qualify for Pro Tour–Chicago meant much more to several top-ranked players in attendance. Pro Tour player points awarded at Grand Prix–Indy could ultimately determine who walks away with the 1998 Pro Tour Player of the Year title. Both Jon Finkel and Randy Buehler, top contenders in the player-point race, were in attendance.

Andon Unlimited, well known for providing excellent events in the past, did not disappoint the fans. From Thursday evening till late Sunday night they ran Booster Draft tournaments, gave out door prizes, and offered players a chance to play some ante games against *Duelist* Editor-in-Chief and Wizards R&D guru Mark Rosewater. Douglas Shuler, artist of the popular Serra Angel, Hypnotic Specter, and other cards, was on hand to sign cards and sell prints. On top of all that, Andon managed to squeeze in two one-slot Pro Tour–Chicago Qualifiers for those not fortunate enough to make Top 64 on Day 2 of the Grand Prix itself.

Day 1 of the Grand Prix included seven rounds of Sealed Deck. Each player used a *Tempest* deck and one each of *Stronghold* and *Exodus* boosters. Those with a 6–1 or better record and a few 5–2 players with good tiebreakers made the Top 64 and proceeded to play in two eight-person drafts on Sunday.

After the first of the Sunday drafts, only one player remained undefeated with an amazing 10–0 record. Worth Wollpert of Team Deadguy was in first place with 30 points, guaranteed a spot in the Top 8 regardless of his performance in the second draft.

The quarterfinalists were determined by about 5:00 P.M. Sunday afternoon. On top of the list were the tournament's three favorites: *Duelist* Invitational winner Darwin Kastle, Pro Tour–Chicago and American Extended Nationals Champion Randy Buehler, and Worth Wollpert. Most game experts were willing to bet on one of these highly recognized players to win the Grand Prix, but this was not to be. Kastle and Buehler both lost in the quarterfinals, and Wollpert was eliminated in the semifinals.

Eric Jordan and Kobi Kenneson (seventh and eighth seeds going into the Top 8) were the unexpected final matchup of the tournament. The two had faced each other previously in Grand Prix–Atlanta, where Jordan came out the winner. In the finals, Jordan's black-blue deck proved to be too much for Kenneson's red-black strategy. Jordan won the prestigious title but both competitors, as well as several others, were the winners here as they will be competing in Pro Tour–Chicago this September.

—Alex Shvartsman

August 1998

Magic Rulings and Errata

A Summary of Recent Rulings

General Rules

1) Choosing what not to sacrifice follows the same rule as choosing what to sacrifice: the choice is postponed until the sacrifice is made. This means Cataclysm works exactly how everyone first thought: when it resolves, each player chooses one permanent from each category, then everything not chosen is sacrificed all at once. As usual, the active player announces his or her choices first. If a permanent has more than one type, it can be chosen for any of those types. For example, if you control three Assembly Workers, you can choose one as the land you're not sacrificing, one as the creature, and one as the artifact, thereby keeping all three.

2) An enchantment can't enchant itself. For example, any attempt to move a Licid onto itself will fail. The Licid enchantment will end up with no legal target and therefore will be destroyed as a "rules-triggered" effect. Similarly, Enchantment Alteration can't move an enchantment onto itself, even if the enchantment is also a creature or land.

3) If you control any creatures that must attack, you can't end your main phase without declaring an attack (unless an effect such as Festival's prevents you from doing so) The attack can be a null attack if something prevents the creatures from attacking (such as being tapped).

Errata

1) Eye of Singularity's second ability should read, "Whenever any permanent comes into play, bury each permanent with the same name as that permanent other than basic lands." (Moving the clause about basic lands to the end prevents the ability from burying basic lands when something like Blood Moon changes cards' names before the ability is played.)

Specific Card Rulings

1) Echo Chamber reads, "Put a token creature into play and treat it as a copy of that creature." The token comes into play as a generic creature and immediately gains its new characteristics, rather than coming into play as a copy of the creature. This means it follows the same rules as a permanent that comes into play and then copies another permanent (such as Unstable Shapeshifter), not a permanent that comes into play as copy (such as Clone). For example, using Echo Chamber to copy a Nekrataal doesn't destroy a target creature, and using it to copy a Spike gives you a 0/0 creature with no +1/+1 counters

2) Tombstone Stairwell creates tokens with "unaffected by summoning sickness" as a base ability. Humility's effect will remove this ability. Destroying the token at end of turn is part of the effect that created it, not one of its abilities, so Humility will not prevent the token from being destroyed.

3) Ankh of Mishra deals damage to a land's controller at the time the Ankh's triggered ability is played. If the land leaves play (due to another trigger or a mana source ability) before the Ankh's ability is played, then the land card has no controller and the Ankh doesn't deal damage.

—Beth Moursund

Complete DCI Banned and Restricted Lists

Valid as of July 1, 1998

Classic (Type I) Banned List

Any ante card contained in any newly released card set
Amulet of Quoz (IA)
Bronze Tablet (AQ)
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention (LE)
Falling Star (LE)
Jeweled Bird (AN)
Mind Twist
Rebirth (LE)
Shahrazad (AN)
Tempest Efreet (LE)
Timmerian Fiends (HM)

Classic (Type I) Restricted List

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower (AQ)
Library of Alexandria (AN)
Maze of Ith (DK)
Mirror Universe (LE)
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall (LE)
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams (LE)
Wheel of Fortune

Classic-Restricted (Type 1.5) Banned List

Any ante card contained in any newly released card set
Amulet of Quoz (IA)
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos (AQ)
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention (LE)
Falling Star (LE)
Fastbond
Feldon's Cane (AQ)
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria (AN)
Maze of Ith (DK)
Mind Twist
Mirror Universe (LE)
Mishra's Workshop (AQ)
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall (LE)
Regrowth
Shahrazad (AN)
Sol Ring
Strip Mine
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends (HM)
Underworld Dreams (LE)
Wheel of Fortune
Zuran Orb (IA)

Extended Banned List

Any cards from the following limited-edition expansion sets are banned unless they are reprinted in a legal set, limited or otherwise:
Arabian Nights
Antiquities
Legends

Any cards from the following basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
Alpha
Beta
Unlimited Edition

Specific Cards:
Balance
Black Vise
Braingeyser
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Land Tax
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreet
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

Ice Age-Block Banned List

Amulet of Quoz
Thawing Glaciers
Zuran Orb

Standard (Type II) Banned List

No cards are currently banned in the Standard format

Mirage-Block Banned List

Squandered Resources

The Rath Cycle-Block Banned List

Cursed Scroll

Tournament news

events by state For September

State	Store	Number of Events	City	Phone
AK	Bosco's Anchorage	1	Anchorage	(907) 688-2651
	Bosco's Eagle River	1	Eagle River	(907) 688-2651
AL	Battle Claw	18	Pelham	(205) 985-7070
AR	Powerhouse Sealord and Golf	2	Fayetteville	(501) 442-8300
AR	Hawghead Comics	3	Fort Smith	(501) 783-6008
AZ	Wahmbo Games	3	Gilbert	(602) 497-9651
AZ	Mark's House of Cards	3	Holbrook	(520) 524-6384
AZ	Sports Cards Inc	12	Phoenix	(602) 930-9149
AZ	The Jester's Court	20	Phoenix	(602) 943-8038
AZ	Yavapai College	3	Prescott	(520) 541-0379
AZ	Arizona Collector's Paradise	13	Scottsdale	(602) 970-6744
AZ	Border's Books and Music	6	Tucson	(520) 292-1331
AZ	Hardcastle Cards and Games	3	Tucson	(520) 790-2246
BC	Mabra's Game Factory	9	Burnaby	(604) 521-4471
CA	Bat Comics	1	Chico	(916) 898-0550
CA	Scenario Game and Hobby Shoppe	1	Fremont	(510) 792-9333
CA	Area 51	3	Fresno	(209) 277-5301
CA	Dark Star Comics and Games	3	Huntington Beach	(714) 965-1751
CA	The Other Guys Cards and Comics	3	Lancaster	(805) 723-3999
CA	Thunder & Lightning	4	Los Angeles	(213) 341-5610
CA	Thunder & Lightning Cards Int'l	1	Los Angeles	(213) 341-5610
CA	Manhattan Heights Community Center	1	Manhattan Beach	(310) 545-5621
CA	Neutral Ground	23	Moontain View	(650) 947-0398
CA	The Scum Pit	12	N Hollywood	(818) 763-4748
CA	M & W Cards	1	Rancho Cucamonga	(909) 980-6140
CA	Art's Place	1	Redding	(530) 221-2548
CA	Anicomics	3	San Bernadino	(909) 883-4461
CA	Artdex	14	San Diego	(619) 487-0589
CA	The Batboa Club	3	San Diego	(619) 239-7166
CA	Metro Comics	4	Santa Barbara	(805) 963-2168
CA	Ace Computers and Games	5	Santa Rosa	(707) 575-5797
CA	Castle Games	3	Santa Rosa	(707) 579-9363
CA	Clark's Trading Post	9	Santa Rosa	(707) 546-2000
CA	Stonegate Clubhouse	2	Simi Valley	(805) 579-0312
CA	Collector's Paradise	6	Winnetka	(818) 333-9455
CO	Gotham City	4	Colorado Springs	(719) 596-3698
CO	Earthfire, Inc	5	Glenwood Springs	(970) 928-7303
CO	DJ's Cards	15	Lakewood	(303) 233-3398
CO	Amazing Fantasy	3	Littleton	(303) 933-4604
CO	The Comic Store	1	Westminster	(303) 426-0768
CT	Fun & Games	4	E Windsor	(860) 623-6916
CT	The Grid	3	Manchester	(860) 645-9006
CT	Baron's Barroom	9	Milford	(203) 783-1630
CT	Dragon's Lair	4	W Hartford	(860) 231-1915
DE	Between Books	1	Wilmington	(302) 798-3378
FL	The Flight Deck	1	Ft Lauderdale	(954) 267-7289
FL	Bay City	9	Jacksonville	(904) 448-3304
FL	Lizards on Ice	3	Miami	(305) 387-1414
FL	Comic Warehouse Inc	3	Naples	(941) 643-1020
FL	Asgard Cards and Comics	3	Parker	(850) 871-0399
FL	Ramada Limited	1	Sarasota	(941) 748-5575
GA	The War Zone	41	Alpharett	(770) 753-0030
GA	Outer Limit Comics	1	Centerville	(912) 953 7867
GA	Colossal Comics and Games	9	Marietta	(770) 578-1112
HI	Moiliili Community Center	1	Honolulu	(808) 947-3322
IA	Mayhem Collectibles	1	Ames	(515) 292-3510
IA	The Dungeon	4	Dubuque	(319) 583-9731
IA	Krantz Hobby	3	Sioux City	(712) 276-7079
IA	Comic Pitt	1	Waterloo	(319) 233-5818
IL	Castle Perilous	3	Carbondale	(618) 529-5317
IL	Goblin Games	11	Des Plaines	(847) 298-2278
IL	New Fiction House	2	Homewood	(708) 206-1330
IL	On the Square	1	Jacksonville	(217) 245-0306
IL	Metropolis Lasalle	2	Lasalle	(815) 223-9433
IL	Metropolis-Ottawa	1	Ottawa	(815) 433-5808
IL	Darrell's Game Room	4	Sterling	(815) 622-2810
IN	The Goal Line	8	Fishers	(317) 578-3459
IN	Wizard's Keep	1	Muncie	(765) 286-5145
IN	Crazy Eddie's Comics	2	Munster	(219) 836-4338
IN	Excalibur Comics	1	Portage	(219) 762-0949
IN	Fantasy Games and Cards	9	South Bend	(219) 277-1133
IN	Planeswalker	3	Washington	(812) 254-2710
KS	Collector's Cache	11	Overland Park	(913) 648-0446
KS	The Battlezone	10	Overland Park	(913) 492 6363
KS	Hometun Sportscards	7	Shawnee	(913) 962-4348
KS	MVP Collectibles	3	Shawnee	(913) 962-4348
KY	Giovanni's Pizza	1	Ashland	(606) 834-9059
KY	The Nexus Hobbies	1	Bowling Green	(502) 793-9886
KY	Labyrinth	3	Flatwoods	(606) 834-9099
KY	Adventure Cards and Comics	3	Radcliff	(502) 352-2467
LA	Tom's Triple Play	4	Bossier City	(318) 747-6153
LA	Cajun R/C Hobby	6	Lafayette	(318) 988-6270
LA	Legends	6	Shreveport	(318) 687-6153
MA	Video Connection	7	Framingham	(508) 620-6010
MA	TJ Collectibles	11	Milford	(608) 473-5874
MA	The Sylvan	4	N Chelmsford	(978) 251-0741
MA	Your Move Games	15	Sommerville	(617) 666-5799
MA	Dragon's Lair East	18	Worcester	(508) 752-6862
MB	Prairie Book and Novelty	1	Winnipeg	(204) 339-2582
MD	Action Corner	6	Annapolis	(410) 269-0071
MD	Another Universe	6	Baltimore	(410) 931-2900
MD	Alliance Comics	7	Bowie	(301) 352-4322
MD	The Mint Card Company	3	Glen Burnie	(410) 766-8071
MD	Full Count Sports	1	Hancock	(301) 678-6606
MD	Legends Hobby Shop	9	Towson	(410) 496-1742
MI	Campus Collectibles	4	Ann Arbor	(734) 633-6646
MI	TLC Cards and Comics	10	Augusta	(616) 731-4660
MI	Adventurer's Guildhouse	8	Burton	(810) 742 8703
MI	Dreamer's Sportscards and More	3	Harrison	(517) 539-7256
MI	Central Michigan University	1	Mt Pleasant	(517) 539-7256
MI	Magical Lizard	5	Pinckney	(313) 878-2988
MI	BDC Sports Cards	12	Shelby Township	(810) 997-8994
MN	First & 10	10	Inver Grove Heights	(612) 457-5948
MN	Player's Inn	4	Mankato	(707) 546-2000
MN	KG's Cards & CD's	3	St Cloud	(320) 202-1143
MN	Dreamer's Sportscards and More	11	St Louis Park	(612) 938-8163
MN	JammyJam Comics, Cards and Gaming	2	Winona	(507) 453-0271
MO	Jester Match	2	Desloge	(573) 431-2346
MO	Eddie's the Next Generation Book Store	4	Kansas City	(816) 455-5924
MO	Whiteman Air Force Base	1	Knob Noster	(816) 563-3770
MO	Meta Games	5	Sprinfield	(417) 863-0181
MO	The Fantasy Shop	4	St Charles	(314) 947-8330
MS	MR Dye Public Library	2	Hornlake	(601) 893-5053
MS	Gun Dog Comics	1	Starkville	(601) 624-2808
NC	Strike Zone Pack Wars	11	Asheville	(704) 251-2988
ND	Classic Cards and Comics	3	Grand Forks	(701) 795-8595
NE	Marina Inn Conference Center	1	S Sioux City	(402) 494-4000
NF	Thompson Student Center	3	St John's	(709) 364-4616
NH	Hammer's Comics	3	Manchester	(603) 668-7440
NJ	Game Master	10	Fairlawn	(201) 796-7377
NM	Wargames West	4	Albuquerque	(505) 265-6100
NY	Flights of Fantasy	6	Albany	(518) 433-8803
NY	Step Into the Spirit	2	Flushing	(718) 969-6336
NY	Kilino's Card & Coin	1	New Hartford	(315) 724-6000
NY	Neutral Ground	21	New York	(212) 633-1288
NY	Boldo's Armory	13	Rochester	(716) 271-3880
NY	Millennium Games and Hobbies	7	Rochester	(716) 427-2190
NY	Mark's Comics and Collectibles	3	Valley Stream	(516) 872-5919
NY	Game Depot	3	Wantagh	(516) 221-9337
OH	Comic Central	9	Cincinnati	(513) 474-7700
OH	The Game Trader	7	Cuyahoga Falls	(330) 922-4263
OH	Reality Recess	19	N Olmstead	(440) 779-7008
OH	Compendium Collectibles	10	Rocky River	(440) 895-1224
OH	Hawkeye's Comics	3	Springfield	(937) 323-8686
OH	The Locker Room	3	Springfield	(937) 342-1112
OH	The Emerald Castle	1	St Marys	(419) 394-0512
OH	The Floor Show	4	Wellston	(614) 384-3061
OK	Top Deck Games	11	Tulsa	(918) 665-7529
OK	Top Games	11	Tulsa	(915) 665-7529
ON	Bayfield Collectibles	4	Barrie	(705) 734-3903
ON	The Wizard's Challenge	3	Midland	(705) 549-8057
ON	Comic Express	6	Milton	(905) 875-2226
ON	Misawa Gamers Guild	2	Misawa	(613) 841-6385
OR	Moore Games	1	Grants Pass	(541) 479-2552
OR	Portland Community College	1	Portland	(503) 244-6111
PA	Infinity Unlimited	2	Ambler	(215) 319-3650
PA	Plymouth Township Community Center	4	Norristown	(610) 277-6494
PA	Garden of Earthly Delights	9	Philadelphia	(215) 288-6699
QC	Dragon Magique	2	Brossard	(450) 466-3032
QC	L'Abime	6	Lonveil	(514) 677-7399
QC	Le Tog	3	Montreal	(514) 273-3123
QC	Le fou du Roi	1	Rimouski	(418) 721-3669
RI	Rah Coco's	6	Providence	(401) 861-3221
SC	Dueling Ground	7	Myrtle Beach	(843) 293-1406
SC	Green Dragon, Inc.	2	North Charleston	(803) 797-2052
TN	Mr Wayne's	3	Bristol	(423) 764-1720
TN	American Comics and Cards	3	Chattanooga	(423) 490-0401
TN	Outer Limits Comics	1	Franklin	(615) 790-2392
TN	H & K Hobby Shop	3	Jefferson	(423) 475-1966
TN	The Barony	12	Oak Ridge	(423) 482-5882
TN	Ashley's Sportscards	3	Tazewell	(423) 626-6814
TX	Texas Game Company	2	Allen	(972) 390-9467
TX	Games Galore	7	Arlington	(817) 461-4263
TX	Gamer's Guild	14	Corpus Christi	(512) 992-2832
TX	Cosmic Comics	4	Grand Prairie	(972) 264-0617
TX	Book Browser	15	Houston	(713) 680-1870
TX	Holiday Inn	1	Houston	(713) 263-8804
TX	Strike Zone	3	Houston	(281) 484-7875
TX	Mad Hatter's House of Games	14	Lubbock	(806) 763-4054
TX	Greenland Cards and Comics	18	Lufkin	(409) 639-6244
TX	Astral Castle	2	Midland	(915) 520-6463
TX	Green Cheese	3	Orange	(409) 886-0004
TX	Rama Llama Comics	7	Plano	(972) 516-3232
VA	Game Parlor	16	Chantilly	(703) 803-3114
VA	Little Wars	3	Fairfax	(703) 352-9222
VA	Rockledge Mansion	3	Occoquan	(703) 497-2210
VA	Star City Comics and Games	6	Roanoke	(540) 362-4400
WA	Wizards of the Coast Crossroads	8	Bellevue	(425) 747-6288
WA	Wally's World	1	Pullman	(509) 332-0603
WA	Comics Express	1	Richland	(509) 783-1678
WA	Wizards of the Coast Game Center	20	Seattle	(206) 675-1608
WA	The Wizard's Realm	3	Spokane	(509) 489-2418
WI	Chimera Hobby Shop, Inc	2	Appleton	(920) 735-1201
WI	Chimera Hobby Shop, Inc	1	Fond du lac	(920) 922-8338
WI	Rockhead's	3	Kenosha	(414) 652-0149

arena Store list by state

Alabama

Gold Dragon Comics	Mobile, AL	(334) 661-4060
Visions Cards And Games	Montgomery, AL	(334) 288-3300

Alaska

Bosco's	Anchorage, AK	(907) 274-4112
Collector's Hideaway	Juneau AK	(907) 463-4807
Half Time	Cabot, AK	(501) 843-1732
Hawghead Comics	Fort Smith, AK	(501) 783-6008
Warp Drive	Sherwood, AK	(501) 834-1157

Alberta

Magic Connection	Calgary, AB	(403) 248-9033
The Goblin's Lair	Edmonton, AB	(403) 413-8042
Beyond Fantasy The Comic Store	Edmonton, AB	(403) 483-2669
Warp 1 Comics	Edmonton, AB	(403) 433-7119
Mission: Fun & Games	St Albert, AB	(403) 459-1021
Thunderground Comics & Collectibles	St. Albert, AB	(403) 459-9548

Arizona

The Main Event	Casa Grande, AZ	(520) 836-7343
Mojo's House Of Cards	Holbrook, AZ	(520) 524-6384
Hobbytown Usa	Phoenix, AZ	(602) 598-5282
Game Depot #2	Phoenix, AZ	(602) 704-1212
Collector's Paradise - Prescott	Prescott, AZ	(520) 776-7812

Arena Store list

by state cont...

Air Wear	Sedona, AZ	(520) 282-0675
Pyramid Comics & Games	Sierra Vista, AZ	(520) 458-2788
The Game Depot	Tempe, AZ	(602) 966-4727

British Columbia

Fascination Street	100 Mile House, BC	(250) 395-1133
Mishra's Game Factory	Burnaby, BC	(604) 521-4471
Game Time Hobbies	Burnaby, BC	(604) 526-4263
Impact Cards	Chilliwack, BC	(604) 792-3442
Zimonick's Comics & Books	Kamloops, BC	(250) 372-7311
Up-Start Comics & Games	Nanaimo, BC	(604) 741-0101
Lucky's Cards And Comics	Vancouver, BC	(604) 875-9858
Yellow Jacket Comics and Toys	Victoria, BC	(250) 480-0049

California

Adventures In Comics And Games	Carmichael, CA	(916) 973-9064
Fantasy Game World	Chico, CA	(530) 345-3115
North Coast Role Playing	Eureka, CA	(707) 444-2288
Comic Dreams	Manteca, CA	(209) 823-7393
World Of Comics	Manteca, CA	(209) 824-2775
The Comic Bizaare	Rancho Cordova, CA	(916) 369-0709
ABC Collectible Cards	Sacramento, CA	(916) 344-8222
Better Games	Sacramento, CA	(916) 922-1025
Star Cards & Collectibles	Salinas, CA	(408) 757-8234
Ballpark Sports Cards	San Francisco, CA	(415) 759-5363
Sc Sports Cards	San Jose, CA	(408) 363-8697
Collectors Choice	San Jose, CA	(408) 559-1419
East Bay Books	San Landro, CA	(510) 483-3990
Santa Monica Sportscards	Santa Monica, CA	(310) 828-1777
Ace Computers And Games	Santa Rosa, CA	(707) 575-5797
Clark's Trading Comics & Cards	Santa Rosa, CA	(707) 586-3000
Bleacher Bums	Sherman Oaks, CA	(818) 386-0855
Komickazee	Turlock, CA	(209) 634-0442
Comics Central	Turlock, CA	(209) 668-3539
D & R Sportcards & Comics	Union City, CA	(510) 487-6153
Adventures In Comics And Games	Carmichael, CA	9161 973-9064
Fantasy Game World	Chico, CA	530) 345-3115
North Coast Role Playing	Eureka, CA	(707) 444-2288
Comic Dreams	Manteca, CA	(209) 823-7393
World Of Comics	Manteca, CA	(209) 824-2775
The Comic Bizaare	Rancho Cordova, CA	916) 369-0709
ABC Collectible Cards	Sacramento, CA	(916) 344-8222
Better Games	Sacramento, CA	916) 922-1025
Star Cards & Collectibles	Salinas, CA	(408) 757-8234
Ballpark Sports Cards	San Francisco, CA	(415) 759-5363
Sc Sports Cards	San Jose, CA	(408) 363-8697
Collectors Choice	San Jose, CA	(408) 559-1419
East Bay Books	San Landro, CA	(510) 483-3990
Santa Monica Sportscards	Santa Monica, CA	(310) 828-1777
Ace Computers And Games	Santa Rosa, CA	(707) 575-5797
Clark's Trading Comics & Cards	Santa Rosa, CA	(707) 586-3000
Bleacher Bums	Sherman Oaks, CA	,818) 386-0855
Komickazee	Turlock, CA	(209) 634-0442
Comics Central	Turlock, CA	(209) 668-3539
D & R Sportcards & Comics	Union City, CA	,510) 487-6153
Court Jesters	Alhambra, CA	(626) 284-2607
The Gathering	Aliso Viejo, CA	(714) 770-2156
All Star Games	Diamond Bar, CA	(909) 598-4700
J H B Sportscards	Escondido, CA	(760) 432-8931
Dark Star Comics	Huntington Beach, CA	(714) 965-1751
Clubhouse Sports Cards	Indio, CA	(760) 347-6390
Thunder & Lightning Cards	Los Angeles, CA	(213) 341-5610
All Star Baseball	Los Angeles, CA	(310) 652-2904
TSK Comics, Cards & Collectibles	Montrose, CA	,818) 248-9828
Christel's - The Blue Mage	Palm Springs, CA	(760) 322-1347
Just Imagine	Ridgecrest, CA	(760) 371-3031
A Hidden Fortress	Simi Valley, CA	(805) 526-6457
Hot Corner II	Simi Valley, CA	(805) 579-0312
Conejo Sports Cards	Thousand Oaks, CA	,805) 241-8849
Coastal Games & Hobbies	Torrance, CA	(310) 325-2006
Third Planet	Torrance, CA	(310) 791-6227
Collector's Paradise - Winnetka	Winnetka, CA	,818) 999-9455

Colorado

Books & More	Colorado Springs, CO	(719) 579-5004
The Light Side	Denver, CO	(303) 984-2790
Imagination Unlimited	Grand Junction, CO	(970) 243-2963
Game Lair	Thornton, CO	(303) 429-8190

Connecticut

Fun & Games	East Windsor, CT	860) 623-6916
The Grid	Manchester, CT	860) 645-9006
Dragons's Lair	West Hartford, CT	(860) 231-1915

Delaware

The Days Of Knights	Newark, DE	(302) 366-0963
Between Books	Wilmington, DE	(302) 798-3378

Florida

Lost Realms	Boca Raton, FL	(561) 470-5700
Cosmic Games	Bradenton, FL	941) 746-5856
Calypso Cards	Jacksonville, FL	(904) 745-9786
Comic Connection - Margate	Margate, FL	(954) 973-0703
Books a Million - Merritt Island	Merritt Island, FL	(407) 453-5177
Widowmaker Enterprises	Orlando, FL	(407) 896-9933
Asgard Cards & Comics	Parker, FL	(850) 871-9399
Streck's Cyber House & Gaming	Pinellas Park, FL	(813) 541-7987
Baseball Card Clubhouse	Tampa, FL	(813) 882-8390
Middle Kingdom	W Palm Beach, FL	,561) 439-7482

Goergia

Tyke's Games	Athens, GA	(706) 354-4500
The Fantasy Zone Inc	Athens, GA	(706) 549-7500
Outer Limit Comics	Centerville, GA	912) 953-7867
Quest Comics #5	Dallas, GA	(770) 443-4545
Bungee's Books And Comics	Griffin, GA	(770) 412-0723
Dr. No's	Marietta, GA	(770) 422-4642
The War Room	Norcross, GA	(770) 729-9588
K & B Sports Cards	Peach Tree City, GA	(770) 486-1707
Dragon's Dream Comics	Rome, GA	(706) 234-7159
Titan Games And Comics 3	Smyrna, GA	(770) 433-8226
The Dragon's Horde	Stone Mountain, GA	(404) 298-1188
Adventure Zone	Valdosta, GA	,912) 244-4263

Hawaii

Dan's Card World	Honolulu, HI	(808) 596-4690
Other Realms	Honolulu, HI	808) 596-8216

Idaho

Somerville Entertainment	Boise, ID	(208) 368-5277
Magic Dragon Comics & Games	Boise, ID	(208) 853-3483
Beckman's Cards	Kimberly, ID	(208) 423-4776
Bowman Cards	Mountain Home, ID	(208) 587-4142
Wizards Choice	New Plymouth, ID	(208) 278-0197

Illinois

Books Etc	Antioch, IL	(847) 838-2665
Book Brothers	Aurora, IL	(630) 844-1950
The Collector's Image Inc	[illegible]	[illegible]
Mc Collectibles	[illegible]	[illegible]
Beyond Reality	[illegible]	[illegible]
New Fiction House	[illegible]	[illegible]
On the Square	[illegible]	[illegible]
Crazy Eddies Comics 7	[illegible]	[illegible]
Metropolis Comics-La Salle	[illegible]	[illegible]
Michaels A Smith Coins & Cards	[illegible]	[illegible]
Jeffs Corner	[illegible]	[illegible]
Galaxy Cards & Comics	[illegible]	[illegible]
Charlie's Comics And Cards	[illegible]	[illegible]
The Blue Heron	[illegible]	[illegible]
Wizard's Games & Books	[illegible]	[illegible]

Indiana

Comic Cave	[illegible]	[illegible]
Galactic Games	[illegible]	[illegible]
Big League Baseball Cards Supp	[illegible]	[illegible]
The Goal Line	[illegible]	[illegible]
Jerry's Collectibles	[illegible]	[illegible]
The Collector's Box	[illegible]	[illegible]
Collectors Cove	[illegible]	[illegible]
Downtown Comics	[illegible]	[illegible]
In Your Face Comics	[illegible]	[illegible]
Crazy Eddie's Comics 1	Munster, IN	[illegible]
Excalibur Comics	Portage, IN	[illegible]
The Tenth Planet	Schererville, IN	[illegible]
Fantasy Games & Cards	South Bend, IN	[illegible]
Game Closet	Terre Haute, IN	[illegible]
Galactic Greg's	[illegible]	[illegible]
[illegible]	Washington, IN	[illegible]

Iowa

Dougs Cool Collectibles	[illegible]	[illegible]
Handled With Care	Burlington, IA	[illegible]
Dragon Fire Comics	Clive, IA	[illegible]
Krantz Hobby	Sioux City, IA	[illegible]

Kansas

Fisher's Variety	Bonner Springs, KS	[illegible]
Dream Catcher's	Junction City, KS	[illegible]
Gatekeeper Hobbies 2	[illegible]	[illegible]
Undead Cards	Manhattan, KS	[illegible]
The Arena - Salina	Salina, KS	[illegible]
Collectors Pair Of Dice	[illegible]	[illegible]
The Gatekeeper	Topeka, KS	[illegible]
Prime Time Sportscards	[illegible]	[illegible]

Kentucky

Heroes Comics	Pennsylvania	[illegible]

Louisiana

Legends - Shreveport	[illegible]	[illegible]

Maine

Greenmeuse Games	[illegible], ME	[illegible]
Eagle Hill	Presque Isle, ME	[illegible]

Maryland

Combat Enterprises	[illegible], MD	[illegible]
Wall's Cards	Dundalk, MD	[illegible]
The Dugout Comics And [illegible]	[illegible]	[illegible]

Massachusetts

Golden Comics	[illegible]	[illegible]
Video Connection	[illegible], MA	[illegible]
Atlantic Comics	[illegible], MA	[illegible]
Lenox Sportscards & Gaming	[illegible], MA	[illegible]
The Magic Guild	[illegible], MA	[illegible]
Jam's Comic Connection	[illegible], MA	[illegible]
Grandmaster Games & Hobbies	[illegible], MA	[illegible]
Ground Zero Games	[illegible], MA	[illegible]
Cageway Cards & Music	[illegible], MA	[illegible]
Six point Cards Comics & Games	Somerset, MA	[illegible]
Most Excellent Cards & Co	[illegible], MA	[illegible]
The Wind Stores Inc	[illegible], MA	[illegible]

Michigan

T L C Cards & Comics	[illegible], MI	[illegible]
B. C. Hobby	[illegible], MI	[illegible]
Pack Shack 20	[illegible], MI	[illegible]
West Michigan Sports Card Connection	[illegible], MI	[illegible]
Blue Chip Comics and Collectibles	[illegible], MI	[illegible]
Backroom Baseball Connection	[illegible], MI	[illegible]
Metro 7 Games	[illegible], MI	[illegible]
Norm's Hobby	Mt Pleasant, MI	[illegible]
The Arena - Muskegon	[illegible], MI	[illegible]
Campus Sportswear	[illegible], MI	[illegible]
The Emporium	[illegible], MI	[illegible]
Pack Shack	[illegible], MI	[illegible]
Sibley Lumber Centers	[illegible], MI	[illegible]
Gamer's Inn	[illegible], MI	[illegible]
The Store	[illegible], MI	[illegible]
Outer Limits/ White Cap Comics	[illegible], MI	[illegible]
Stadium Card & Comics	[illegible], MI	[illegible]

Minnesota

Outpost 2000 & Beyond	[illegible], MN	[illegible]
Collector's Connection	[illegible], MN	[illegible]
Air Traffic Kites & Games	[illegible], MN	[illegible]
Source Comics And Games	[illegible], MN	[illegible]
Find It 10 inc	[illegible], MN	[illegible]
Red Dragon Hobby	[illegible], MN	[illegible]
Minkwood: Coffee, Comics, and Games	[illegible], MN	[illegible]
[illegible]	[illegible], MN	[illegible]

Missouri

[illegible]	[illegible], MO	[illegible]
Games Plus In Mart	[illegible], MO	[illegible]
Spurgeon Arena	[illegible], MO	[illegible]
Mr Games	[illegible], MO	[illegible]
Cannons Comics & Sports	[illegible], MO	[illegible]
S & S Collectibles	[illegible], MO	[illegible]

Nevada

The Game Zone	[illegible], NV	[illegible]
Ground Zero Comics #2	[illegible], NV	[illegible]
Hit & Run Sports Collectibles & Gam	[illegible], NV	[illegible]
Hit & Run Sports Collectibles & Gam	[illegible], NV	[illegible]
Wizards Playground	[illegible], NV	[illegible]

New Hampshire

New Hampshire Magic Outpost	[illegible], NH	[illegible]
The Game Zone	[illegible], NH	[illegible]
Gamer's Comic Book Shop	[illegible], NH	[illegible]
Renegade: The Science Fiction [illegible] Store	[illegible], NH	[illegible]

Arena Store List by state cont.

New Jersey

Jester's Playhouse	Cape May Ct House, NJ	(609) 463-8644
Gamers Realm	Cranbury, NJ	(609) 426-9339
Steve's Comic Relief 2	Delran, NJ	(609) 461-1770
Knightmare Cards & Comics	Guttenburg, NJ	(201) 453-0576
Vj's Card And Comic Connection	Manahawkin, NJ	(609) 978-8250
Comic World - Moorestown	Moorestown, NJ	(609) 778-4332
Comic Attitudes	New Brunswick, NJ	(732) 249-5558
Superhero City	Sewell, NJ	(609) 218-1860
That Hobby Place Inc	South Amboy, NJ	(732) 727-0063
Pyramid Comics & Cards	Sparta, NJ	(973) 729-5343
Comic Castle	Swedesborough, NJ	(609) 467-2324
Amazing Heroes	Union, NJ	(908) 687-4338

New Mexico

Evolution Comix	Alamagordo, NM	(505) 434-9350
Alpha Omega Games	Alburquerque, NM	(505) 792-0200
A Collector's Dream	Farmington, NM	(505) 326-6448

New York

Flights Of Fantasy	Albany, NY	(518) 433-8803
The Strike Zone	Astoria, NY	(718) 545-1950
Heavenly Collectibles	Brooklyn, NY	(718) 921-0450
The Games People Play	Elmira, NY	(607) 732-2299
The Dugout	Fairport, NY	(716) 377-1420
Larry's Comics & Cards	Jamaica, NY	(718) 969-3510
Collectors Inn	Kenmore, NY	(716) 873-8633
12th Man's Instant Replay	Little Valley, NY	(716) 938-9060
Golden Memories C & C	Mastic, NY	(516) 281-0554
Killino's Card & Coin	New Hartford, NY	(315) 724-6000
The Gathering - North Tonawanda	North Tonawanda, NY	(716) 694-0545
Grand Slam	Olean, NY	(716) 373-6343
The Gamers Bizarre	Oneonta, NY	(607) 431-1999
Wolf's Lair - Oneonta	Oneonta, NY	(607) 433-2697
The Games Master	Plattsburgh, NY	(518) 563-8329
Boldo's Armory	Rochester, NY	(716) 271-3880
Music & Magic	Schenectady, NY	(518) 372-3310
Twilight Book & Game Emporium	Syracuse, NY	(315) 471-3139
Aquilonia Comics	Troy, NY	(518) 271-1069

North Carolina

Encore Books And More	Albemarle, NC	(704) 982-7546
Heroes Aren't Hard To Find	Charlotte, NC	(704) 375-7463
Collectable Cards	Charlotte, NC	(704) 543-7400
Dragon's Keep	Dillsboro, NC	(828) 586-3198
Hobbie Quest	Goldsboro, NC	(919) 751-2992
Phat Boy Video Games	Goldsboro, NC	(919) 759-2310
Grand Slam Sportscards	Jacksonville, NC	(910) 346-7526
Games Galore - Raleigh	Raleigh, NC	(919) 781-4263
Fan Boy Comics & Cards	Wilmington, NC	(910) 452-7828
Pair-A-Dice Games	Winston-Salem, NC	(910) 723-7247

Ohio

Kenmore Komics & Games	Akron, OH	(330) 745-5530
4 Starr Comics And Cards	Bremen, OH	(614) 653-9890
Acme Games	Cincinnati, OH	(513) 231-3866
ABC Games	Cincinnati, OH	(513) 794-0188
Comic Book World	Cincinnati, OH	(513) 661-6300
Comic Central	Cincinnati, OH	(513) 528-1900
Comic Town 3	Columbus, OH	(614) 262-5006
Game Trader	Cuyahoga Falls, OH	(330) 922-4263
A & A Comics	Garfield, OH	(216) 641-9209
Star Collectors	Mansfield, OH	(419) 522-6486
Future Shock	Marion, OH	
Unique Stuff (Ahzz'z Arena	Massillon, OH	(330) 832-4500
Comic Shop Plus	Newark, OH	(614) 344-5471
Diversions	Newbury, OH	(440) 564-9142
Compendium Collectibles	Rocky River, OH	(440) 895-1224
Card Shack	Sandusky, OH	(419) 624-8921
Johnson's Comics	Sharonville, OH	(513) 769-9636
Brad's Sports Cards	Silver Lake, OH	(330) 928-0874
Mind Games - Sylvania	Sylvania, OH	(419) 885-1551
Collector's World - Toledo	Toledo, OH	(419) 472-4779
Pair O' Dice	Troy, OH	(937) 335-0910
All American Cards & Comics	Warren, OH	(330) 393-3137
The Hobby Place	West Chester, OH	(513) 759-9900
Blue Fox	Wooster, OH	(330) 262-5454

Oklahoma

Game Headquarters	Oklahoma City, OK	(405) 691-0509
Grey Knight Comics	Oklahoma City, OK	(405) 722-6642
Bibliotech Books And Comics	Shawnee, OK	(405) 275-9494
Ivory & Steel	Stillwater, OK	(405) 372-3905
Original Game Shop	Tulsa, OK	(918) 663-5525
Top Deck Games	Tulsa, OK	(918) 665-7529

Ontario

Sportscard Den	Northbay, ON	(705) 497-1326
The Clubhouse Sportscards & Collectibles	Sturgeon falls , ON	(705) 753-4829
The Great Canadian Card Company	Sudbury, ON	(705) 566-5093
The Book Shelf - Thunder Bay	Thunderbay, ON	(807) 345-1159
Comic Warehouse	Brampton, ON	(905) 799-3509
Sci Fi World	Concord, ON	(905) 938-4348
Skyfox Cards & Comics	Hamilton, ON	(905) 524-5725
The Comic Connection	Hamilton, ON	(905) 522-2357
Kool Kards Heaven	Orleans, ON	(613) 841-6385
Fandom II	Ottawa, ON	(613) 236-2972
Fandom II	Ottawa, ON	(613) 236-2972
Master Yang's	Ottawa, ON	(613) 237-4976
Dragon's Den Hobbies	Petawawa, ON	(613) 687-2137
Eagle Comics	Smiths Falls, ON	(613) 284-0197
Paradise Comics & Cards	Toronto, ON	(416) 487-9807
Game Masters Emporium	Chatham, ON	(519) 358-1441
Little Shop Of Heroes	Listowel, ON	(519) 291-2281

Oregon

Rainy Day Games	Aloha, OR	(503) 642-4100
His Junk/ Her Treasure	Coos Bay, OR	(541) 888-5690
Legends Of The Game	Corvallis, OR	(541) 754-6995
Emerald City Comics	Eugene, OR	(541) 345-2568
Magika West	Forest Grove, OR	(503) 359-5188
Mad Dog Comics and Gaming	Pendleton, OR	(541) 966-6533
Diamond Sports	Redmond, OR	(541) 923-3071

Pennsylvania

Infinity Unlimited	Ambler, PA	(215) 619-3650
Mazz Baseball Kards	Clarks Summit, PA	(717) 586-2699
Comic Quest	Emmaus, PA	(610) 966-0199
Comix Universe	Hanover, PA	(800) 325-1637
Legends and Heroes	Harrisburg, PA	
Time Tunnel	Castle Shannon, PA	(412) 531-8833
Gatehouse Games	Duncansville, PA	(814) 693-9271
Bell's Comics & Trading Cards	Grove City, PA	(724) 458-4081
TJ's Cards Comics & Collectibles	Monongahela, PA	(724) 258-8105
Phantom Of The Attic - Monroeville	Monroeville, PA	(412) 856-4403
Superior Sports Cards	Nantrona Heights, PA	(412) 226-2944
Exit 13	New Kensington, PA	(724) 339-4414
Comic Books 101	Oil City, PA	(814) 676-8379
Legends Sports Cards	Pittsburgh, PA	(412) 341-4340
Collector's World	Pittsburgh, PA	(412) 366-9227
Phantom Of The Attic	Pittsburgh, PA	(412) 921-6229

Quebec

Hobby Shack	Anjou, QC	(514) 352-5577
La Croisade de Jeux	Cowansville, QC	(450) 263-2499
L'Ami Du Collectionneur	Quebec City, QC	(418) 666-4942
Magical Elves	Repentigny, QC	(514) 581-7256
Magical Elves	Repentigny, QC	(514) 581-7256
Le Griffon Jeux Et Fantasies Inc.	Sherbrooke, QC	(819) 566-0036
La Crypt Magique	St Jean, QC	(314) 359-5964

Rhode Island

Rah Coco's	Providence, RI	(401) 861-3221
Spoonful Of Everything	Woonsocket, RI	(401) 762-9122

South Carolina

Planet Comics	Anderson, SC	(864) 261-3578
Dunlap Comics & Cards	Orangeburg, SC	(803) 534-3833
M & T Card Company	Sumter, SC	(803) 775-9558

South Dakota

Blackhills Magic	Rapid City, SD	(605) 343-5531
Storyteller	Rapid City, SD	(605) 348-7242
Dragon's Den	Sioux Falls, SD	(605) 361-4343

Tennessee

AB Tales	Hendersonville, TN	(615) 826-0209
Memory Lane Collectibles	Lawrenceburg, TN	(931) 762-8940
The Gaming Connection	Maryville, TN	(423) 983-4372
Watson's Cards & Comics	Maryville, TN	(423) 984-6307
Game Master	Memphis, TN	(901) 752-3904
Game-Master Hobbies	Murfreesboro, TN	(615) 896-5333
The Barony	Oak Ridge, TN	(423) 482-5892

Texas

Texas Game Co.	Allen, TX	(972) 390-9467
Bes Books & Comics	Bryan, TX	(409) 846-7412
Grand Slam Sportscards - Pawleys Island	Carrollton, TX	(972) 245-7301
House of Cards – Copparas Cove	Copparas Cove, TX	(254) 542-1174
Dugout Sports Cards	Corpus Christi, TX	(512) 851-9902
Gamer's Guild	Corpus Christi, TX	(512) 992-2832
Keith's Books And Comics	Dallas, TX	(214) 827-3060
Major Players	El Paso, TX	(915) 751-9210
Cosmic Comics	Harlingen, TX	(956) 428-9136
Intergalactic Traders Corp., Planet Earth	Houston, TX	(281) 955-8537
Book Browser	Houston, TX	(713) 680-1870
C-n-R Collectibles	Lindale, TX	(903) 882-6789
Alan's	Longview, TX	(903) 753-0493
Astral Castle Book & Games	Midland, TX	(915) 520-6463
Green Cheese Cards & Comics	Orange, TX	(409) 886-0004
Rama Llama Comics	Plano, TX	(972) 516-3232
Games Unique - San Antonio	San Antonio, TX	(210) 651-4188
Big Bob's Card & Comics	Sherman, TX	(903) 813-0508
Heroes & Fantasies #6	Universal City, TX	(210) 945-4376
The Game Closet	Waco, TX	(254) 751-7251
Pegasus Loft	Wichita Falls, TX	(940) 692-7571

Utah

Johnson's Store	Mayfield, UT	(435) 528-7609
Heroes & Hobbs	Ogden, UT	(801) 399-9137
Dragons Keep	Provo, UT	(801) 373-3482
The Bookshelf	Roy, UT	(801) 731-4998
Press Box Sports Cards	Sandy, UT	(801) 576-1049

Virginia

Game Parlor	Chaitilly, VA	(703) 803-3114
The Game Place	Charlottesville, VA	(804) 984-1040
Bender's Books and Cards	Hampton, VA	(757) 723-3741
Atomic Comics	Hampton, VA	(757) 723-5003
Silver Unicorn	Hopewell, VA	(804) 452-1647
Cinecom	Lake Ridge, VA	(703) 680-4733
2nd Season Book Exchange	Martinsville, VA	(540) 632-2665
Total Access Games	Mechanicsville, VA	(804) 559-1124
Guild Adventure Gaming	Newport News, VA	(757) 877-7922
Campaign Headquarters	Norfolk, VA	(757) 583-9451
Richmond Comix	Richmond, VA	(804) 330-3460

Washington

Wizards of the Coast Crossroads	Bellevue, WA	(425) 747-6288
Eagle's Games	Bellingham, WA	(360) 671-1913
Cosmic Comic	Bellingham, WA	(360) 734-8058
Cliff's Comic World	Bremerton, WA	(360) 405-6858
Discordia Games	Bremerton, WA	(360) 415-9419
Four Horsemen Games	Eastsound, WA	(360) 376-6969
R & R Sportscards	Friday Harbor, WA	(360) 378-7120
The Magic Store	Oak Harbor, WA	(360) 679-2923
Infinite Frontiers	Richland, WA	(509) 783-1678
Wizards Of The Coast Game Center	Seattle, WA	(206) 675-1608
Gorilla Bob's	Spokane, WA	(509) 468-3974
Wizards Realm	Spokane, WA	(509) 489-2418
Proctor's Sports Cards	Tacoma, WA	(206) 759-2091
Northwest Sportscards	Tacoma, WA	(253) 564-5139
Bat Cave Cards & Comics	Vancouver, WA	(360) 694-4947
Amazing Stories Comics and Cards	Vancouver, WA	(360) 735-9336
Wilde Games	Wenatchee, WA	(509) 663-7265
Games Plus	Woodinville, WA	(425) 485-7295

West Virginia

Ogre's Lair	Charleston, WV	(304) 343-8633
Gateway Inc.	Morgantown, WV	(304) 292-3045

Wisconsin

Chimera Hobby Shop-II	Appleton, WI	(920) 735-1201
Screwball Press and Comics	Ashland, WI	(715) 682-5766
Lavender Bookworm	Big Bend, WI	(414) 662-1051
The Realm	Deforest, WI	(608) 837-5555
Clairemont Comics	Eau Claire, WI	(715) 831-2112
Mike's Card Shop	Green Lake, WI	(920) 294-0689
Hobby Depot	Hartford, WI	(414) 670-6242
Kryptonite Kollectibles	Jamesville, WI	(608) 758-2100
The Cyber Zone	Kenosha, WI	(414) 605-8794
C & C Collectibles	Madison, WI	(608) 288-1800
Lost World Of Wonders	Milwaukee, WI	(414) 328-4651
Hardware & Software Solutions	Milwaukee, WI	(414) 671-5862
Hardwire Computer Gaming Center	Milwaukee, WI	(414) 962-8885
House Of Heroes	Oshkosh, WI	(414) 231-5500
The Collectible Card Connection	Rhinelander, WI	(715) 362-2155
Sheboygan Cards & Collectibles	Sheyboygan, WI	(920) 452-8442
The Cubby Hole	Tomah, WI	(608) 372-3779

Wyoming

Level 12	Casper, WY	(307) 266-5303
Hastings	Laramie, WY	(307) 745-0328
Hero's Realm	Evanston, WY	(307) 789-7889

Top 100 Players by classification

Limited

1	Worth Wollpert	Chardon	US	2097
2	William Yap	Selangor	MAL	2084
3	David E. Price	Ithaca	US	2078
4	Daniel Clegg	San Francisco	US	2070
5	Casey McCarrel	Lafayette	US	2056
5	Jon Finkel	Fanwood	US	2052
6	Jon Finkel	Fanwood	US	2052
8	Dominic Crapuchettes	Altadena	US	2048
9	Ngai Kwok Hing	Unavailable	HK	2046
10	Sean Fleischman	Bronx	US	2045
11	Michael Long	Charlottesville	US	2041
11	Brian Hacker	San Diego	US	2041
13	Yubin Tao	Mountain View	US	2039
13	Brian M. Laynachan	Auburn	US	2039
15	Benedikt Klauser	Wien	AUS	2038
16	Brian Ooi	Selangor	MAL	2032
17	Peter Leiher	Largo	US	2028
18	Ryan Fuller	Burnaby	CAN	2026
19	Gary W. Fortenberry	Sterling	US	2021
20	Thomas Girard	Vancouver	CAN	2015
20	David S. Parker	Rochester	US	2015
22	Max Suver	Seattle	US	2013
23	Justin Gary	North Miami Beach	US	2012
24	Trevor Blackwell	Marina	US	2011
25	Mark Le Pine	Merrimack	US	2010
26	David S. Dewaelsche	Fishers	US	2009
27	Stephen J. McAdams	Tacoma	US	2007
28	Yoshikazu Ishii	Ohta-ku	JA	2004
29	Brian Weissman	Palo Alto	US	2003
30	Terry L. Don	San Lorenzo	US	1997
30	Brian Selden	San Diego	US	1997
32	Andre Konstanezer	Sachmarem	GER	1996
33	Feming Chan	Cranbury	US	1994
34	Olle Råde	Gothenburg	SWE	1993
35	Truc Bui	Culver City	US	1991
36	Jonathan E. Becker	Alexandria	US	1990
36	Ronny Serio	Streamwood	US	1990
38	Nate A. Clarke	Londonderry	US	1989
38	Ilya Beylin	Palo Alto	US	1989
40	Ty Holcomb	Seattle	US	1988
41	Steven S Shears	Whittier	US	1985
41	Andrew Nishioka	Chicago	US	1985
43	Noah E. Weil	St. Paul	US	1983
43	Wyatt J. Wetland	Seattle	US	1983
45	Chris Tuten	Indianapolis	US	1977
46	Donald Galfitz	Springfield	US	1976
46	Masami Ramada	Shimagawa-Ku	JA	1976
48	Randy E. Buehler	Pittsburgh	US	1975
49	Erik Lauer	Pittsburgh	US	1974
49	Alex Cheah Y. Loong	Kuala Lumpur	MAL	1974
51	Sol Malka	Atlanta	US	1971
52	Jamie Parke	Syracuse	US	1969
52	Jason Opalka	Parma Heights	US	1969
54	Patrick Albro	Rochester	US	1968
55	Peter Radonjic	New Westminster	CAN	1967
56	Matt Place	Kansas City	US	1965
56	Jason Mounger	Waterloo	US	1965
56	Andrew Wolf	Marietta	US	1965
59	Michael W. Gurney	Burnaby	CAN	1964
60	John Chinnock	Berkeley Heights	US	1963
60	Gary Krakower	Toronto	CAN	1963
62	Dustin Lussier	Rochester	US	1962
63	Mark J. Globus	Columbus	US	1961
63	Colin B. Powell	Lufkin	US	1961
65	John Yoo	Tustin	US	1960
66	Kyle V. Kloeckner	St. Louis	US	1958
66	John E Slaughter	Charlottesville	US	1958
68	JP Sohl	Edmonton	CAN	1956
68	J Gary Wise	Willowdale	CAN	1956
70	Mark Chalice	Claremont	US	1954
70	Scott Reinfeld	Alpharetta	US	1954
70	Hashim Bello	Jamaica	US	1954
70	Michael S. Turian	Pittsburg	US	1954
74	Tony Tsai	Ithaca	US	1953
75	Paul Smith	Colorado Springs	US	1952
75	Patrick D Callahan	Atlanta	US	1952
77	David A Williams	Ft. Worth	US	1948
78	Terry Tsang	Burnaby	CAN	1948
78	Emmanuel Beltrando	Paris	FRA	1948
78	Ben E. Rubin	San Francisco	US	1948
81	Matthew B. Reed	Lexington	US	1947
82	Toshiki Tsukamoto	Toshima-ku	JA	1946
83	Mark Justice	Sarasota	US	1945
83	Derek Bank	Downers Grove	US	1945
83	Blake C. Silverstein	Rosharon	US	1945
86	Brad Swan	Landenberg	US	1944
86	Aziz A. Al-Doory	Tallahassee	US	1944
86	Bob Dove	Bridgeton	US	1944
86	Carlos D. Madrid	Saint Louis	US	1944
90	Javier Garavito	Kent	US	1943
90	Satoshi Nakamura	Shinjuku-Ku	JA	1943
90	Andrew Pacifico	Middleburg	US	1943
93	Carl LiBassi	Smithtown	US	1942
93	Dale Taylor	St. Louis Park	US	1942
95	Stephan Vallyster	Aachen	GER	1941
95	Kenichi Fujita	Nakano-Ku	JA	1941
95	Randy Ellis	Orange Park	US	1941
95	John Ou	Pascoe Vale South	AUST	1941
95	Aaron Amendolia	East Setauket	US	1941
95	Martin Jonsson	Bromma	SWE	1941

Standard

1	Christopher Manners	London	UK	2066
2	Michael Long	Charlottesville	US	2032
3	Jamie Parke	Syracuse	US	2074
4	Jon Finkel	Fanwood	US	2073
5	Bob P Maher Jr.	Madison	US	2068
6	Felix Gonzales	Manila	PHI	2064
7	Goro Matsuo	Kahoku-Gun	JA	2055
8	Andrew Pacifico	Middleburg	US	2046
9	Peter Leiher	Largo	US	2038
9	Christoph Oleary	Lynn	US	2038
11	Brian Selden	San Diego	US	2037
12	William Yap	Selangor	MAL	2034
13	Paul Smith	Colorado Springs	US	2033
14	Jason M Gordon	Fairfield	US	2030
15	Rudy Edwards	Fayetteville	US	2027
15	Brian E. Ogilbee	Austin	US	2027
17	Nicholas C. Vergis	Shreveport	US	2023
18	Kevin Khoo S. Giap	Petaling Jaya	MAL	2021
19	Kyle V. Kloeckner	St. Louis	US	2020
20	Jason Mounger	Waterloo	US	2018
20	Donald Galfitz	Springfield	US	2018
22	Kodrik Clemim	Linz	AUS	2015
23	John Hunka	Norton	US	2014
24	Boyd Hardie	Campbellville	CAN	2013
24	Jeremy P. Rualo	Abingdon	US	2013
26	Andrea Venturini	Monza	IT	2011
27	Casey McCarrel	Lafayette	US	2010
28	David E. Price	Ithaca	US	2006
28	Josh Rauschentuch	Shreveport	US	2006
30	Alex Cheah Y. Loong	Kuala Lumpur	MAL	2003
31	Brian Ooi	Selangor	MAL	2001
32	Sean Fleischman	Bronx	US	2000
32	Randy E. Buehler	Pittsburgh	US	2000
34	Ken Wallach	Deerfield	US	1998
34	Svend Saarre Geertsen	Copenhagen	DEN	1998
36	Bryce Currence	Palos Verdes Estates	US	1996
37	Cristino Luca	Milano	IT	1995
38	Franck Canu	Paris	FRA	1994
39	Jun Nobushita	Gifu	JA	1989
40	Kyle B. Rose	Chester	US	1988
41	Thomas Guevin	Nashua	US	1986
41	David S. Dewaelsche	Fishers	US	1986
41	David A Williams	Ft. Worth	US	1986
44	Scott R Johns	Northridge	US	1985
45	Taylor Buckingham	Littleton	US	1981
45	John Chinnock	Berkeley Heights	US	1981
45	Claudio Sikorsky	Unavailable	IT	1981
48	Hunter Wrenhest	Towson	US	1980
48	Itaru Ishida	Tokyo	JA	1980
48	Aaron Amendolia	East Setauket	US	1980
51	Eric Phillipps	Lincroft	US	1979
51	Loic Degrou	Chapelle D'Armentieres	FRA	1979
53	Kevin Ledford	Corbin	US	1979
54	Feming Chan	Cranbury	US	1978
54	Adam D. Perry	Winnipeg	CAN	1978
56	Michael D. Cavey	El Paso	US	1977
57	Nikki Alfar	Metro Manila	PHI	1976
58	Matt Linde	Damascus	US	1974
59	Ukai Yasunori	Gifu	JA	1973
60	Eric M. Warren	Springfield	US	1972
61	Ian M Slattery	O'Fallon	US	1969
61	Patrick D Callahan	Atlanta	US	1969
63	Darwin Kastle	Allston	US	1968
64	Cary B. Darwin	Dallas	US	1967
64	Brian M Kibler	Derry	US	1967
64	Tommi Hovi	Kaarina	FIN	1967
64	Takashi Sakai	Fukuoka	JA	1967
64	Nakamura Hazuhiro	Hakuyo	JA	1967
69	Henry Johnson	San Luis Obispo	US	1965
69	Shane Cargile	Mission Viejo	US	1965
71	Mark Anguijo	Taft	US	1963
71	Seizo D. Koenuma	Tokyo	JA	1963
73	Andrew Howard	Lauredale	US	1962
73	Erik Lauer	Pittsburgh	US	1962
75	Gabe Higa	Lancaster	US	1961
75	George H Wilkinson	Manchester	US	1961
75	Rean J Glocker	West Henrietton	US	1961
75	Hamo Takuichi	Tokushima	JA	1961
75	Yannick Alcaide	Cannes	FRA	1961
75	Nathan Pang	Memphis	US	1961
75	Antoine Ruel	Aubervilliers	FRA	1961
75	Michal Srba	Cernosice	CR	1961
83	Mark Justice	Sarasota	US	1960
83	Benedikt Klauser	Wien	AUS	1960
85	My Phan	Fresno	US	1958
85	Pier Paolo Vaschetti	Monza Milano	IT	1958
87	Gary W. Fortenberry	Sterling	US	1957
87	Adrian Sayers	Austin	US	1957
87	Thorsten Fehrentz	Zweibrucken	GER	1957
87	George Hirakawa	Sao Paulo	BRA	1957
91	Kyle Bigos	Tallahassee	US	1956
92	Alexander Proschofsky	Wien	AUS	1954
92	Toba Koichi	Saitama	JA	1954
94	Justin C. Rider	East Wenatchee	US	1953
95	Steven S. Gilpin	Biloxi	US	1952
96	Andrew Cuneo	Reston	US	1950
97	Paul Mc Cabe	Toronto	CAN	1948
97	Peter Radonjic	New Westminster	CAN	1948
97	Will Hills	Silver Lake	US	1948
97	Justin Honold	Saint Peters	US	1948
97	Glyceb Kourmesinski	Columbia	US	1948
97	Andre L Barreto	Sao Paulo	BRA	1948

Classic

1	James Wisniewski	Buffalo	US	2066
2	John Chinnock	Berkeley Heights	US	2025
3	Roy De Guzman	Chicago	US	2011
4	Steven T. Gilpin	Biloxi	US	1985
5	Peter Leiher	Largo	US	1982
6	John Hunka	Norton	US	1979
7	Chad Hostube	Queens	US	1977
8	Michael Thomas	Depew	US	1973
9	Matthew E. Peters	Lubbock	US	1970
10	Jeff Sluzinski	Dearborn	US	1968
11	Andrew Nishioka	Chicago	US	1964
12	Thomas Guevin	Nashua	US	1958
13	Arnold Hohndorf	Köln	GER	1954
14	Cy Cook	Eugene	US	1951
15	Martin Jordan	Zagreb	CRO	1949
16	James G. Escott	Roaches Line	CAN	1947
17	John Marks	Bath	US	1944
18	Elijah Pollock	Toronto	CAN	1934
18	David Furey	Harbour Main	CAN	1934
18	Wil J. Sawa	Upper Gullies	CAN	1934
21	Chris M. Viers	Cliffwood	US	1933
21	Matt P. Cain	Mesa	US	1933
21	Jean-Louis D'Hondt	Brussels	BEL	1933
24	Paul Fenker	Philadelphia	US	1932
25	Max Suver	Seattle	US	1931
26	Ralph Gerwert	Bielefeld	GER	1929
27	Bryan B. Stewart	Evanston	US	1928
28	Jason Marks	Barberton	US	1922
29	Jon Finkel	Fanwood	US	1919
29	Greg Mosley	Southgate	US	1919
31	Darwin Kastle	Allston	US	1914
32	Wayne Lawson	Sydney	AUS	1912
33	Ron Van Ostenbridge	Fanwoodville	US	1907
33	Michael G. Fordham	Thompson	US	1907
35	Martin J. Nowosad	North Canton	US	1905
36	Eric Taylor	Ann Arbor	US	1901
37	Chris L. Naesig	Chattanooga	US	1900
38	Barry C. Pace	Thorsfare	US	1899
39	Keith R Lockhart	Bath	US	1898
40	Mark Evans	Mt Clemens	US	1894
41	Ulf Papenberg	Bielefeld	GER	1893
42	Khamla L. Ye	Chico	US	1892
43	Christopher S. Leather	Myrtle Beach	US	1890
44	Sean Fleischman	Bronx	US	1889
45	Dennis Luerbkemann	Lage	GER	1888
46	Adam Singh	Myrtle Point	US	1887
47	Brian Isabell	Weston	US	1886
48	Herman Sheremeteyev	Unavailable	US	1884
49	Michel De Vos	Brussels	BEL	1883
50	Nick S. Bonnarado	Regina	CAN	1879
51	Anthony Hyde	Rego Park	US	1878
52	John Siegrist	Unavailable	US	1877
53	Kelsey McNair	Tampa	US	1876
53	Alen Magdic	Unavailable	CRO	1876
55	Cary A. Wiser	Blackwood	US	1875
56	David Tierney	Surfside Beach	US	1874
57	Brendon Herzog	Portland	US	1873
57	Casey A. Shelton	Moab	US	1873
59	Jeff E. Livingston	Biloxi	US	1872
60	Zvi S. Mowshowitz	New York	US	1871
60	Patrick R. Martin	St Thomas	CAN	1871
60	Brian Foster	Berkeley	US	1871
63	Robert Dougherty	Cambridge	US	1870
63	John T. Hoffyzer	Springfield	US	1870
63	Jason Bragdon	Rio Grande Beach	US	1870
63	Philippe Mengauze	Paris	FRA	1870
67	Chris Horun	Clearwater	US	1868
68	Michael M. Pustilnik	Brooklyn	US	1867
68	Steven O'Mahoney-Schwartz	Brooklyn	US	1867
70	Brian M. Harding	Fairfield	US	1865
71	Chris McMahon	Brevard	US	1864
72	Jason A. Arnold	Huntsville	US	1862
73	Rich Loud	Portsmouth	UK	1861
74	Tom C. Chilton	Tucson	US	1860
75	Scott Alan Smith	Centralia	US	1859
75	Richard Hudson	Macclesfield	UK	1859
77	Don Mayhew	Lincoln	US	1858
78	James Zacula	Thunder Bay	CAN	1857
78	John E Slaughter	Charlottesville	US	1857
80	Shannon G. Hill	Lubbock	US	1856
81	Mark Chalice	Claremont	US	1854
81	Warren Marsh	Nottingham	UK	1854
83	Alan Feeney	Springfield	US	1855
84	John Thomas	Canton	US	1854
84	Doug E. Tice	Starkville	US	1854
84	Jeannie R. Trumble	Kennebunk	US	1854
87	John S. Lee	Concord	US	1853
88	Jason M Gordon	Fairfield	US	1852
88	Malcolm McCurry	Glendale	US	1852
90	Chris Lovelace	Hixon	US	1851
91	Joe Weber	Oswego	US	1850
91	Ryan M. Hiller	Baldwinsville	US	1850
93	Roger Sorino	Somerdale	US	1849
93	Matt Hayes	Lubbock	US	1849
95	Leon Lindback	Stockholm	SWE	1848
95	Tony Harris	Bassett	US	1848
95	Mike Wilson	WALSALL	UK	1848
95	Patrick A. Chapin	Manchester	US	1848
99	Marcel Pao	Paris	FRA	1847
99	Rene Villeneuve	Midland	CAN	1847

Extended

1	Cristino Luca	Milano	IT	2050
2	Brian Benedict	Carpinteria	US	1972
3	Matteo Amoroi	Unavailable	IT	1931
4	Shaquel A. Sloan	Anaheim	US	1914
5	Massimo Brunello	Unavailable	IT	1905
6	Brian Telford	Thunder Bay	CAN	1898
7	Pier Paolo Vaschetti	Monza Milano	IT	1890
8	Andrea Venturini	Monza	IT	1881
9	Brian K Fletcher	Philadelphia	US	1880
10	Michael L. Gillespie	Roanoke	US	1863
10	Jason T. Sinnard	Winnipeg	CAN	1862
12	John Hunka	Norton	US	1877
12	Jason Mounger	Waterloo	US	1877
14	Eric Taylor	Ann Arbor	US	1868
15	Jon Finkel	Fanwood	US	1848
16	John Marks	Bath	US	1863
16	Ryan Fuller	Burnaby	CAN	1863
18	Teguchi Yuichi	Tokyo	JA	1862
19	Chris Homan	Clearwater	US	1860
19	Jason H Yang	Garden Grove	US	1860
19	Frank D. Hornberger	Troy	US	1860
22	Casey McCarrel	Lafayette	US	1858
22	Lars Tiefjen	Trier	GER	1858
22	Santiago Guzzetti	Buenos Aires	ARG	1858
25	Daniel Brickwell	Berlin	DEN	1854
25	Randy E. Buehler	Pittsburgh	US	1854
25	Raphaël Levy	Toulouse	FRA	1854
28	Bob P Maher Jr.	Madison	US	1853
29	Eric Phillipps	Lincroft	US	1852
30	Justin Gary	North Miami Beach	US	1851
31	Claudio Sikorsky	Unavailable	IT	1843
32	Peter Hernandez	Unavailable	US	1846
33	Rodrigo Castro	Rio de Janeiro	BRA	1845
34	Jeff Sluzinski	Dearborn	US	1842
34	Andrew Cooley	Hicksville	US	1842
36	Richard Garrett	Anaheim	US	1840
37	Martin Bertsen	Milton	DEN	1839
38	Andrew Wolf	Marietta	US	1838
39	Adrian Sullivan	Madison	US	1836
39	Mike Bennet	Plainfield	US	1836
41	Preston K Poulter	Orange	US	1835
42	Giovanni Guillace	Unavailable	IT	1831
42	Andrés Werner	Buenos Aires	ARG	1831
44	Aaron L Cummings	Lutheran	US	1829
45	Mike Arenson	Winnipeg	CAN	1828
46	Jeffrey D. Cosgrove	Alton	US	1827
47	Ken Wallach	Deerfield	US	1824
47	Christian Baranowski	Winnipeg	CAN	1824
47	Adam C. Pepper	Shiloh	US	1824
47	Michaël Debard	Paris	FRA	1824
51	Rudiger H. Klings	Darmstadt	GER	1823
51	Thorsten Fehrentz	Zweibrucken	GER	1823
53	Lenny Collins	Saukstown Hills	AUS	1822
53	Ivan Solaja	Unavailable	CRO	1822
53	Jesse W. Major	Winnipeg	CAN	1822
56	Bryan B. Stewart	Evanston	US	1820
57	Denis O. Omen Zagorcsler	Zagreb	CRO	1819
57	Kurt Feiert	Lokeren	BEL	1819
59	Eric D. Kesselman	NEW YORK	US	1818
60	Tadayoshi Kamiya	Kanagawa	JA	1817
60	Bruce Monsel	Montreal	CAN	1817
62	Loic Degrou	Chapelle D'Armentieres	FRA	1816
62	Jason P. Tite	Winnipeg	CAN	1816
64	Jason J Paul	Winnipeg	CAN	1814
64	Justin L. Colmy	Fort Hood	US	1814
64	Kevin J. Kim	Garden Grove	US	1814
67	Daniele Beremia	Unavailable	IT	1812
68	Damir Simpovic	Zagreb	CRO	1810
68	Dale R. Lovelace	Lynchburg	US	1810
70	Ernesto Mingorance	Buenos Aires	ARG	1809
71	Mark Kirby	Lakewood	US	1808
72	Michael W. Gurney	Burnaby	CAN	1807
72	David A Williams	Ft. Worth	US	1807
72	Anthony S. Florian	Washington	US	1807
75	Jason Zila	Huntington Beach	US	1806
75	Brian J Kowal	Big Stone	US	1806
75	Fujino Kimihiro	Kanagawa	JA	1806
78	Diego Dubrovich	Buenos Aires	ARG	1805
79	Alan Comer	San Marcos	US	1803
79	Sean Fleischman	Bronx	US	1803
79	Dario Panzeldi	Milano	IT	1803
82	Feming Chan	Cranbury	US	1802
83	Damian Brown-Santos	Christchurch	NZ	1799
84	Gregor Molitny	Darmstadt	GER	1798
84	Ray E. Flowers	Cleveland	US	1798
84	Jeff Simmons	Sparta	US	1798
84	Martin Criados	Matadepera	SPA	1798
88	Kevin Lieu	Moorhead	US	1797
89	Tom Rijsmus	Vaal	HOL	1793
89	Luigi Bonacina	Unavailable	IT	1793
91	Olivier Bertel	Olivia	IRA	1796
92	Alex D McConnell	Tallahassee	US	1795
92	David Ferrer Castillo	Barcelona	SPA	1795
94	Emmanuel Iguard	Paris	FRA	1794
95	Scott McCord	Goleta	US	1793
95	Ben Earley	Chester	US	1793
97	Darwin Kastle	Allston	US	1792
98	Joe Cain	Haddonfield	US	1791
98	Joaquin Rusa	Barcelona	SPA	1791
100	Chris S. Lilja	Lake Forest	US	1789
100	Terry L. Don	San Lorenzo	US	1789
100	Laurent Lachowitz	Bordeaux	FRA	1789

Arena News

The Summer Season of the Arena league (August 10–September 13) is now in full swing as players are enjoying the wacky new game mechanics introduced in the *Unglued* supplement. *Unglued*, which premiered at Gen Con Game Fair '98, is a non-tournament-legal supplement for the Magic game. The cards are designed specifically for amusement and use mechanics that would not be allowed in normal Magic play. *Unglued* cards break rules players thought unbreakable and make them do things they never imagined during a game of Magic.

The Summer Season of Arena combines *Unglued* with the Extended Constructed format. Each player's deck must contain at least sixteen non-land, non-token *Unglued* cards.

Also in the Summer Season, the Arena league reintroduces its exclusive alternative-art land cards, which each participant receives upon registering.

Arena has teamed up with the ARC System games to provide players with more fun play opportunities. During the Summer Season, characters from Jim Lee's C•23 trading card game can go head-to-head against **Xena: Warrior Princess** and **Hercules: The Legendary Journeys** decks in a duel to the death. All ARC System games are fully compatible and can be played against each other. All you need to participate is one deck and two boosters. Win great prizes, such as exclusive Arena cards and comic books. To find out where you can play, check out the new Arena ARC System website.

Upcoming Seasons:

Harvest Season (October 1–November 1)
During the Harvest Season, *Urza's Saga* preconstructed decks will be prereleased to Arena players. Players may use any of the Rath Cycle preconstructed decks or the new *Urza's Saga* preconstructed decks. During the first week of the season, players must use the preconstructed decks straight out of the box, with no modifications. Starting October 9, players will be able to incorporate a fifteen-card sideboard using cards from any of the following Magic card sets: *Fifth Edition, Tempest, Stronghold, Exodus, and Urza's Saga*. For the final week of the season (beginning October 23), the format will open up to Standard. Please note that the *Mirage* cycle is rotating out of the Standard environment and will no longer be legal in this environment. Card sets currently allowed in the Standard environment are: *Fifth Edition, Tempest, Stronghold, Exodus,* and *Urza's Saga*.

Autumn Season (November 13–December 13)
The Arena league is proud to introduce the third set of Arena's *Vanguard* cards in the Autumn Season. Participants will receive all eight new *Vanguard* cards when they register for the season. These cards will be used in conjunction with players' Standard constructed decks. The Arena league will also be introducing multiplayer variants in the Autumn Season. The popular "Two-Headed Giant" format will become a viable part of the Arena league. Watch for other exciting new variants to be introduced next year!

–Jessica Lawson

Arena top 10

Rank	Name	Points	Store
1	Marcus Eakes	1945	The Gatekeeper–Topeka, KS
2	Jared Kohler	1927	TJ's Cards Comics & Collectibles–Monongahela, PA
3	Ken Nowell	1905	Games Galore–Raleigh, NC
4	Kyle Goedesky	1900	The Collector's Box–Huntington, IN
5	Bill Carneal	1891	The Dugout Comics and Cards–Ellicot City, MD
6	Stephen Wright	1877	Games Galore–Raleigh, NC
7	Michael Baranowski	1874	Walt's Cards–Dundalk, MD
8	Thomas Thompson	1862	Mad Dog Comics and Gaming–Pendleton, OR
9	Danny Cheung	1846	Magic Sports Cards #2–Alhambra, CA
9	Robert Olsen	1846	The Game Depot–Tempe, AZ

BATTLETECH news

With the release of the **BattleTech:** *Commander's Edition* card set on July 20, the **BattleTech** TCG added a little something new to the environment. *Commander's Edition* marks the introduction of "Box Powers" (nothing new to **Legend of the Five Rings** players) and High Command cards. In this month's article I am going to provide a review of each Box Power and High Command Card for the Inner Sphere Houses. Note that these Box Powers only exist (for now) for the eight featured Houses and Clans: Kurita, Wolf, Steiner, Davion, Ghost Bear, Smoke Jaguar, ComStar, and Jade Falcon.

Steiner:

The Steiner High Command card can be quite powerful if you design the right deck around it. It states that when you deploy a subterfuge card, you may show it to all players to draw a card and make and additional deployment. Since subterfuge cards tend to be pretty nasty, this has a nice twofold effect. First, since you have to show the card to your opponent, it has the benefit of "look out, here it comes!" Additionally, getting an extra deployment and card can be a huge advantage, particularly in a deck that is built to take advantage of this High Command ability.

The Steiner Box Power isn't quite as powerful as the High command, but it still has a solid ability. The Steiner Box Power states: "Tap and scrap a card from your hand to gain ®." Early in the game, when you have a card that isn't going to help you till the end of the game and you need that extra resource now, this Box Power can come in pretty handy.

Kurita:

The Kurita High Command is a fairly solid ability to build a deck around. The card states: "All of your 'Mechs get –1 attack and gain C3." C3 is an ability that gives a +2 attack bonus to other C3 'Mechs when they attack together. Since all of your 'Mechs will have C3 with the Kurita High Command in play, that makes for a nice, big, attack. Be careful though, because if you plan on putting 'Mechs that already have C3 in your deck, they'll only get hurt by the –1 attack, so plan carefully!

The Kurita Box Power is possibly the weakest of the eight Box Powers. The Box Power states: "Tap and scrap a card from your hand to give +1 attack to an attacking 'Mech only if it attacks alone."

ComStar:

The ComStar High Command card is one of the best. The card states: "®: The target gets +2 attack." In addition, the ComStar High Command card provides all five assets (analogous to the five colors in Magic). This allows an extremely wide range of possibilities when constructing decks. If you are using cards such as Unnamed Sources or Operations Liaison, which allow you to "filter" through your deck, thus getting to the High Command sooner, this is a huge advantage.

The ComStar Box Power is pretty solid as well. It states: "Tap and scrap a card from your hand to look at your opponent's hand and discard one card at random from his or her hand." Though you don't get to choose which card you'll discard, you are still gaining the advantage of knowing what's in your opponent's hand and he or she will lose a bit of card advantage as well.

Davion:

The Davion High Command card is somewhat perplexing at first. It's clearly a good card, but can be difficult to really capitalize on its ability. The card states: "When you activate this card put 3 innovation counters on it. Put another innovation counter on it during each of your Untap Phases. ®: Remove any number of innovation counters to get that much initiative." Initiative is a huge advantage in the **BattleTech** TCG, but it isn't always useful in bulk.

The Davion Box Power makes the High Command card seem even less useful. The Box Power states: "Tap and scrap a card from your hand to get +2 initiative." When it comes to Davion, you might want to choose one or the other. The one benefit I can see is that the Box Power works in the early game when you haven't gotten the High Command out of your deck yet. Then, later in the game when you have the High Command, you won't have to scrap cards to get initiative anymore.

Look in next month's issue of the *Sideboard* when I review the Box Powers and High Command cards for all of the Clans. Until then, no mercy.

–Dave Schwimmer

UPCOMING

TOURNAMENTS AND EVENTS

PRESENTED BY YAHOO!

Premier events for September

STATE	EVENT	DATE	CITY	PHONE
ALASKA	QT Rome 98-99	9/27/98	Anchorage, AK	907-274-4112
	Urza's Saga Prerelease	9/26/98	Anchorage, AK	907-274-4112
ALABAMA	QT Rome 98-99	9/5/98	Huntsville, AL	256-880-3726
	Urza's Saga Prerelease	9/26/98	Birmingham, AL	256-880-3726
ARIZONA	*Urza's Saga* Prerelease	9/26/98	Phoenix, AZ	714-444-4566
CALIFORNIA	QT Rome 98-99	9/5/98	Los Angeles Area, CA	714-444-4566
		9/12/98	San Francisco Bay Area, CA	650-947-0398
		9/19/98	Los Angeles Area, CA	714-444-4566
	Urza's Saga Prerelease	9/26/98	Los Angeles Area, CA	714-444-4566
		9/26/98	San Diego, CA	714-444-4566
		9/26/98	San Francisco, CA	650-947-0398
COLORADO	*Urza's Saga* Prerelease	9/26/98	Denver, CO	303-366-3977
WASHINGTON, DC	*Urza's Saga* Prerelease	9/26/98	Baltimore/ Washington, D.C.	301-881-3530
FLORIDA	QT Rome 98-99	9/19/98	Miami/ Ft. Lauderdale, FL	770-753-0030
	Texas Trial 98-99	9/27/98	Orlando, FL	770-753-0030
	Urza's Saga Prerelease	9/26/98	Miami, FL	770-753-0030
		9/26/98	Orlando, FL	770-753-0030
GEORGIA	QT Rome 98-99	9/5/98	Atlanta, GA	770-753-0030
		9/26/98	Atlanta, GA	770-753-0030
	Texas Trial 98-99	9/6/98	Atlanta, GA	770-753-0030
		9/27/98	Atlanta, GA	770-753-0030
	Urza's Saga Prerelease	9/26/98	Atlanta, GA	770-753-0030
HAWAII	*Urza's Saga* Prerelease	9/26/98	Honolulu, HI	808-596-8236
ILLINOIS	Chicago Pro Tour 98-99	9/27/98	Chicago, IL	800-324-6496
	QT Rome 98-99	9/5/98	Chicago, IL	877-8Legion
	Urza's Saga Prerelease	9/26/98	Chicago, IL	800-324-6496
INDIANA	QT Rome 98-99	9/19/98	Muncie, IN	877-8Legion
	Texas Trial 98-99	9/19/98	Muncie, IN	877-8Legion
	Urza's Saga Prerelease	9/26/98	Indianapolis, IN	317-773-1370
IOWA	QT Rome 98-99	9/12/98	Des Moines, IA	877-8Legion
KANSAS	Texas Trial 98-99	9/26/98	Wichita, KS	316-946-1055
	Urza's Saga Prerelease	9/26/98	Wichita, KS	316-946-1055
LOUISIANA	*Urza's Saga* Prerelease	9/26/98	Baton Rouge, LA	713-680-1870
MASSACHUSETTS	Grand Prix Boston 98-99	9/5/98	Boston, MA	212-633-6320
	QT Rome 98-99	9/19/98	Boston, MA	617-666-5799
	Urza's Saga Prerelease	9/26/98	Boston, MA	617-666-5799
MICHIGAN	QT Rome 98-99	9/12/98	Detroit, MI	770-753-0030
		9/19/98	Detroit, MI	800-529-3976
	Urza's Saga Prerelease	9/26/98	Detroit, MI	519-256-8084
MINNESOTA	QT Rome 98-99	9/12/98	Minneapolis, MN	877-8Legion
	Urza's Saga Prerelease	9/26/98	Minneapolis-St. Paul, MN	877-8Legion
MISSOURI	*Urza's Saga* Prerelease	9/26/98	St. Louis, MO	877-8Legion
N. CAROLINA	QT Rome 98-99	9/19/98	High Point, NC	336-889-9900
	Urza's Saga Prerelease	9/26/98	Raleigh/Durham, NC	336-889-9900
NEBRASKA	QT Rome 98-99	9/5/98	Lincoln, NE	402-434-5056
	Urza's Saga Prerelease	9/26/98	Lincoln, NE	402-434-5056
NEW JERSEY	QT Rome 98-99	9/19/98	Cherry Hill, NJ	212-633-6320
NEW MEXICO	*Urza's Saga* Prerelease	9/26/98	Albuquerque, NM	505-265-6100
NEVADA	*Urza's Saga* Prerelease	9/26/98	Las Vegas, NV	801-968-6365
NEW YORK	QT Rome 98-99	9/12/98	New York, NY	212-633-6320
	Urza's Saga Prerelease	9/26/98	New York, NY	212-633-6320
	Urza's Saga Prerelease	9/26/98	Syracuse, NY	212-633-6320
OHIO	QT Rome 98-99	9/6/98	Columbus, OH	800-529-3976
	QT Rome 98-99	9/26/98	Columbus, OH	800-529-3976
	Urza's Saga Prerelease	9/26/98	Columbus, OH	800-529-3976
	Urza's Saga Prerelease	9/26/98	Akron, OH	330-922-4263
OKLAHOMA	QT Rome 98-99	9/12/98	Tulsa, OK	316-946-1055
	Texas Trial 98-99	9/5/98	Oklahoma City, OK	316-946-1055
	Texas Trial 98-99	9/12/98	Tulsa, OK	316-946-1055
OREGON	*Urza's Saga* Prerelease	9/26/98	Eugene, OR	541-485-0375
PENNSYLVANIA	QT Rome 98-99	9/12/98	Pittsburgh, PA	800-529-3976
	Urza's Saga Prerelease	9/26/98	Philadelphia, PA	800-852-2442
	Urza's Saga Prerelease	9/26/98	Pittsburgh, PA	800-529-3976
TENNESSEE	Texas Trial 98-99	9/12/98	Memphis, TN	901-752-3904
	Urza's Saga Prerelease	9/26/98	Memphis, TN	901-752-3904
TEXAS	QT Rome 98-99	9/5/98	Houston, TX	713-680-1870
		9/12/98	Dallas, TX	713-680-1870
		9/27/98	Dallas, TX	316-946-1055
	Texas Trial 98-99	9/5/98	Houston, TX	713-680-1870
		9/12/98	Dallas, TX	713-680-1870
		9/18/98	Lubbock, TX	806-763-4054
		9/26/98	Austin, TX	806-763-4054
		9/27/98	Dallas, TX	316-946-1055
	Urza's Saga Prerelease	9/26/98	Austin, TX	806-763-4054
		9/26/98	Dallas, TX	316-946-1055
		9/26/98	Houston, TX	713-680-1870
UTAH	*Urza's Saga* Prerelease	9/26/98	Salt Lake City, UT	801-968-6365
WASHINGTON	QT Rome 98-99	9/5/98	Seattle, WA	206-675-1608
		9/12/98	Seattle, WA	206-675-1608
		9/19/98	Seattle, WA	206-675-1608
	Urza's Saga Prerelease	9/26/98	Seattle, WA	206-675-1608

CANADA

ALBERTA	*Urza's Saga* Prerelease	9/26/98	Edmonton, AB	403-483-2668
BRITISH COLUMBIA	*Urza's Saga* Prerelease	9/26/98	Vancouver, BC	604-521-4471
ONTARIO	QT Rome 98-99	9/19/98	Toronto, ON	905-524-5725
	Urza's Saga Prerelease	9/26/98	Toronto, ON	905-524-5725
QUEBEC	QT Rome 98-99	9/19/98	Montreal, QC	514-849-5896
	Urza's Saga Prerelease	9/26/98	Montreal, QC	514-849-5896

THE MAIN EVENT

SEPTEMBER 5-6	GRAND PRIX–BOSTON
SEPTEMBER 12-13	GRAND PRIX–LISBON
SEPTEMBER 25-27	PRO TOUR–CHICAGO
SEPTEMBER 26	URZA'S SAGA PRERELEASE
SEPTEMBER 26	SUPER SERIES CENTRAL DIVISION OPEN
SEPTEMBER 27	SUPER SERIES CENTRAL DIVISION CHAMPIONSHIP

Coming in October...

PRO TOUR–ROME QUALIFIERS CONTINUE

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